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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:00:00 GMT  
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Me and my mates were playing on field, we were on Nod and other people on GDI were winning. (This was a 3.V.3). They had destroyed our HON and Tib.Refinery and were rushing from all corners to get to the obelisk.Me and my mates knew we couldnt defend with no cash and no anti-infantry soldiers, and they had 3 MRLS rushing.It was near end of game anyway so we all got a flame soldier, ran under tunnels to get in sight of GDI barracks. We flamed them and flamed them and flamed them the 3 of us then run out of ammo and there was like 1 health bit left so we just ran like hell and planted 2 timed c4 on the side of barracks.Few moments later "GDI Infantry Barracks Destroyed"It works, and its cheap! Try it! Edit:Im tired and my grammar aint up to much..[ April 29, 2002: Message edited by: BurntLeaf ]

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:04:00 GMT  
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yea, but while you flamed the barracks, wouldn't they have absolutely demolished your base?

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:06:00 GMT  
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quote:Originally posted by Tyrant \*Beo\*:yea, but while you flamed the barracks, wouldn't they have absolutely demolished your base?That and in any sizeable game someone would definately notice them flaming the barracks.

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:06:00 GMT  
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They didn't. We ran out of time. I told you it was near the end

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:09:00 GMT  
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Arg! \*\*\*\* youuuuuuuuuu!! said that they were attacking with 3 mrls, and had nearly got the obelisk down. Who the hell would bother to go all the way back in a MRL when they are winning and the obelisk just needs a few more rockets to be down.Also the time was running out. They were winning on points anyway.Point is, its fun and cheap so do it Edit: Just to note that is D@mn not

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the other four letter word you shouldn't use [ April 29, 2002: Message edited by: BurntLeaf ]

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 15:59:00 GMT  
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and it worked...so all u gotta do is plant c4 on the side/burn it down, but what if some1 is guarading the base.... would it work then, I MEAN WOULDNT THEY NOTICE 3 BIG FIREBALLS COMING OUT FROM THE TUNNLES??i mean seriously....

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 16:07:00 GMT  
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Just run in and flame the MCT!If the AGT was still intact, you woudn't have won anyway (GDI still had a building!).

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 16:29:00 GMT  
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Why did you plant C4 on the side of the building? If there were three of you, why didn't you just plant all three C4 and the MCT and flamed another building instead?

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 23:23:00 GMT  
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Fine, If you chose not to belive my amazing topic then oh well. Anyway, i didn't go to the freakin MCT because they still had their guard tower!And they were attacking! If they were at base, yes, then they would have noticed 3 flaming lines coming out their tunnels, but they didnt.Peh.....Whatever.....I like it and its fun, so just try it..... Edit: Spelling[ April 29, 2002: Message edited by: BurntLeaf ]

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Subject: Funny and weird strategy thats quite cool!  
Posted by [Anonymous](#) on Mon, 29 Apr 2002 23:25:00 GMT  
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quote:Originally posted by Admiral Rawsher:Just run in and flame the MCT!If the AGT was still intact, you woudn't have won anyway (GDI still had a building!).When did i say we won! I said we

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got the barracks down, but didn't win!

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Subject: Funny and weird strategy thats quite cool!

Posted by [Anonymous](#) on Tue, 30 Apr 2002 01:09:00 GMT

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quote:Originally posted by Devon:Why did you plant C4 on the side of the building? If there were three of you, why didn't you just plant all three C4 and the MCT and flamed another building instead? you must not play much

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Subject: Funny and weird strategy thats quite cool!

Posted by [Anonymous](#) on Tue, 30 Apr 2002 11:39:00 GMT

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quote:Originally posted by BurntLeaf:Fine, If you chose not to belive my amamzing topic then oh well. Anyway, i didn't go to the freakin MCT because they still had their guard tower!And they were attacking! If they were at base, yes, then they would have noticed 3 flaming lines coming out their tunnels, but they didnt.Peh.....Whatever.....I like it and its fun, so just try it..... Edit: Spelling[ April 29, 2002: Message edited by: BurntLeaf ]Still wondering why you waited until you were out of flame to use the c4?. I'd place c4 then shoot the building. 3 flame soldiers to do what one engy could do? WOW Your so good. Most people would have settled for 3 engys attacking 3 buildings, but 3 on 1 is probably a much Noober (means better) approach.

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Subject: Funny and weird strategy thats quite cool!

Posted by [Anonymous](#) on Tue, 30 Apr 2002 18:23:00 GMT

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Fronrunner - in field, the door of the barracks in innaccessible without stepping into the line of fire of the advanced guard tower.You can, hwoever, safely access the back of the barracks while staying out of sight.All he is saying is that, after running out of flame, the C4 actually did do a (tiny) bit of damage, which can sometimes be enough to take out a building.

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