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Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 05:16:00 GMT

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This tactic is a rather tricky one to use especially if you have a renegade team (one that won't take orders at all). I've witnessed this many times and it may or may not have already been posted here but anyway. I'll use one of my experiences of this for the strategy. You are GDI on hourglass with all buildings but your barracks destroyed. Nod will most likely keep throwing flame tanks and stealth tanks at you. Hopefully you will have a fair amount of credits, in the team. Make sure at least 3 of the team are hotwires 2 and one engineer is ample though, keep them in the barracks. The rest of the team should be Mobius, Ion Cannon Sydneys and maybe one sniper. Infantry are very manoeuvrable compared to tanks so can be very tricky to fight off and the amount of points you get for their tanks is a lot compared to the amount they get, even if they kill you, which you really have to avoid. Then just keep destroying them with your heavy infantry as they come. I have won at least 3 games like this when they had a full base, because it is simply very difficult to stop. Although an experienced enemy could place a few nukes with tank support and probably win, but teams are rarely that co-ordinated. Remember that tanks.. especially flame tanks fear Mobius'es and Adv Sydneys. Anyone else been involved in a game like this?

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Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 06:26:00 GMT

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I totally agree with you on the subject - I have won games the same way (and it was very cool). But adding a few more returns & formatting to your textblock would enhance readability a lot!

Mfg, ChaosE "The BeOS takes the best features from the major operating systems. It's got the power and flexibility of Unix, the interface and ease of use of the MacOS, and Minesweeper from Windows."

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Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 10:16:00 GMT

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I experienced such games myself, and most of the time we end up being overrun by tanks, snipers and nukes simultaneously...

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Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 11:04:00 GMT

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The "Rax" defense is definitely a tough nut to crack, especially in long, drawn out games. A good sniper can make the difference on Nod's side if it comes down to that though. The best part is when you've got a great defense force and maybe 2 or 3 guys on offense, and you slowly but surely waste their buildings. The biggest comeback team I was on was in Walls\_Flying with 22

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minutes left, where we got stuck with just the rax. They sent wave after wave of us and got continually owned by the Mobiuses, Gunners, and Patches. Meanwhile, 3 or 4 guys would just buy engineers or Hotwires and rush the Nod base. They kept getting killed, but eventually racked up enough points on the c4 attempts (and our nuke disarms) to take the lead, and even get rid of the power plant and airstrip. Not bad. Guess it goes to show that the Barracks is a building you need to take down second, or even first, and not last.

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Subject: win when your losing!  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 08:14:00 GMT  
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u said buy syudneys and mobiuses u cant Barracks gone!!!!!!!!!!!!

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Subject: win when your losing!  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 08:49:00 GMT  
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He means, the barracks was the last one left. I found another way to break this defense. Use thier own tactics against them. Nod needs to get infantry too. Then have one sacrificial guy run the mine gauntlet, take out the mines. Next wave in the door is the 350-500 k charachters. If you use engies to lay proxy mines, this will cause the havoc needed to allow the next wave to defeat the defense entirely. Enter the 1000k characters. The mendozas, and Sakuras will own whatever is left in the building, and there is no way the gdi that respawn in other buildings can make it back to the barracks to defend before your first wave shows up in the flame tanks to kill the barracks. This works beautifully because you remove what's causing the building to survive the rushes.

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Subject: win when your losing!  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 08:55:00 GMT  
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yeah, its always fun to kill all the techs from the inside out. once on mesa, an apc rush failed but i ran into the power plant and our barrage of tanks got it down to 5\% or so once they stopped repairing. but my team was incompetent, but someone had an ion planted anyways

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Subject: win when your losing!  
Posted by [Anonymous](#) on Wed, 14 Aug 2002 01:05:00 GMT  
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Yes my typing isnt always that readable, but I try my best lol. If you are using that defence against a good, well organized team then it can easily be rendered useless via a good sniper... as your super units will cost \$2000 to replace.. something you're just not gonna keep getting when your ref is down. But 9/10 times you will find the enemy continues throwing wave after wave of flame and

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stealth and light tanks..Also I have noticed that quite often one of the enemies tanks manages to get stolen somehow..probably due to someone leaving to escape into the barracks or d/c etc.Getting that often drastically tips the scales in your favour...I forgot to add in the 1st post.Keep the barracks heavily mined... all mines can be placed in the sandbag area and maybe a few where nukes are likely (e.g round the back)

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Subject: win when your losing!  
Posted by [Anonymous](#) on Thu, 15 Aug 2002 20:21:00 GMT  
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haha look at me spam!!

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Subject: win when your losing!  
Posted by [Anonymous](#) on Thu, 15 Aug 2002 20:22:00 GMT  
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yeehaw!!!

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Subject: win when your losing!  
Posted by [Anonymous](#) on Thu, 29 Aug 2002 19:16:00 GMT  
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Well the enemy team on C&C\_walls was in a situation kinda like this but they only had a PP left which is nothing to me, they had 16 out of the 20 people repairing the thing, so no outside attacks would be able to kill it, i happened to be a sniper, rushed in there got hit by a couple of mines then shot right down the row \*each 'o' = a 2 or 3 heads\*\*o\*  
--->'o"o"o"o'-->'o'---\.....=====.....'o"o"o'the diagram shows me (\*o\*) shooting then the bullet hitting the wall. and the ===== is that little barrier infront of the MCT

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Subject: win when your losing!  
Posted by [Anonymous](#) on Thu, 29 Aug 2002 19:56:00 GMT  
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I was in games that I was Nod, and lost to that setup, so it works for sure!

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Subject: win when your losing!  
Posted by [Anonymous](#) on Tue, 03 Sep 2002 10:37:00 GMT  
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dude that tac tic only works if gdi get ahead by many points. U get 800 for destroying a building,

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plus the points for hitting it. If nod were kicking y0 ass and then destroy al ure buildings it wont work u wont get enough time to gather the points

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Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 09 Sep 2002 23:19:00 GMT

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I have been on both sides of this coin, won and lost by a good teamwork effort and getting points by destroying all those expensive tanks. but its rare to see it work.its like how did GDI win, they only had one building left and we have been pounding them. ect.....and oh yeah, KANE LIVES!

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Subject: win when your losing!

Posted by [Anonymous](#) on Tue, 10 Sep 2002 17:37:00 GMT

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This is my good secret, but, it's actually quite easy. It's much easier for GDI, be 2-5 Gunners, and I think you know the rest, don't rush, snipe from a secret tunnel at ONE building. It's really effective in small games.

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Subject: win when your losing!

Posted by [Anonymous](#) on Sun, 15 Sep 2002 14:36:00 GMT

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I've been on GDI many a time and won Hourglass just with barracks...it's even more sweet if ya can keep one tank (or even steal one from a greedy nuker)..then you can drive around madly running over cocky sbh's with nukes and/or block incoming FT rushes in case Nod wises up...Funny thing though, I've never lost while GDI with barracks being last and Nod having a full base...Nod has NEVER done a proper rush...EVER...they just solo it or in pairs and try to nuke constantly...I've never been on Nod in these situations, but I can't imagine it making much sense to keep blindly charging with 1 or 2 tanks...Although I was on it another time as GDI of course and Nod just camped for 20 mins and since Weps was gone we couldn't rush...was just able to take pop shots with snipers at their buildings... =(

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