Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Fri, 27 Sep 2002 19:36:00 GMT
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Ok well this works best on siege maps ie: Field, and Under   as always the gdi will be winning and holding a siege on your base... first waht you have to do is hold your postion at the front door to prevent them rushing... then get alot of sbhs out behind the tanks... when the tanks are damaged they will retreat allowing you to jump in and attack from behind... another way is have all sbhs focus on a weak tank with there lasers or throw timed c4s on the tank.... works like a charm! and if they have lots of hotties or engys simply pick them off... when they stand still either 1: Throw a timed c4 on them(Note its strongly recommended you throw timed c4s on tanks) 2: Shoot them in the head and kill them... This works very well if the team is coordinated... Once we did this stratagey gdi was spun into chaos... first we took out there support fire (MRLS) with our lasers then we threw timed c4s on tanks causing the tanks to be destroyed or weakeend... then as gdi was in chaos trying to retreat we opened fire with lasers and our other nod forces rushed the front door throwing gdi into chaos...

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Fri, 27 Sep 2002 21:30:00 GMT
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Yes, that is an excellent method.I bet you were refering to "we" as a clan because the possiblity of that happening on a public server is nearly nil. Not impossible though...

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Fri, 27 Sep 2002 21:30:00 GMT
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Another tactic...keep an artillery tank behind the barricade and keep aiming for the front of the base. The barricade will absorb most of the damage from the tank fire. When you are low, retreat, refill (assuming you are tech) and re-engage. You can pick off any snipers in the tower on the hill, and any trouble makers in the tunnel near the air strip.GDI at this point will likely try an APC rush. They will either go for the HON or oblesik. Make sure these are mined and or have another tank out front to block the APC.SuperTech

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Sat, 28 Sep 2002 04:43:00 GMT
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another one...at the beggining of the game, get about 3 attack buggys and get them to be continually moving, for tanks, there really hard to hit from a distance, while you atre shooting them with a light machene gun they r missing you coz by the time the cannon shel reaches you your somwhere else, and befor you know it, BOOM! tank gone! and if they use gunners the same will hapen to them, the only fear is machine guns, and they arent the most powerful or accurate things

are they?

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Sat, 28 Sep 2002 05:49:00 GMT
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quote:Originally posted by flashcar1: the only fear is machine guns, and they arent the most powerful or accurate things are they?hehe Pure Evil.

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Mon, 30 Sep 2002 05:37:00 GMT
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Very interesting.This very thing happened last night on a public server (forget which) but basically that happened. GDI ruled with a combo of mammoths, meds an MLRS and APCs, with 2 or even 3 hotwires supporting. The red side was stumped... (Credit to all really, because it wasn't organised, but ppl knew what to do and worked together.)Until there was a rush of SBHs who caused a ruckus and broke the monopoly. Worked a charm, whoever co-ordinated that effort. GDI still won on points, but IMHO the other side won on effort/balls/teamwork etc.All the more evidence that this is one VERY well balanced map.

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Mon, 30 Sep 2002 09:53:00 GMT
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quote:Originally posted by DeusSan:Yes, that is an excellent method.I bet you were refering to "we" as a clan because the possiblity of that happening on a public server is nearly nil. Not impossible though...Actually it was on a public server...

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Mon, 30 Sep 2002 09:54:00 GMT
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 [September 30, 2002, 09:54: Message edited by: satx007]

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Tue, 01 Oct 2002 09:06:00 GMT
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quote:Originally posted by satx007:Ok well this works best on siege maps ie: Field, and Under

as always the gdi will be winning and holding a siege on your base... first waht you have to do is hold your postion at the front door to prevent them rushing... then get alot of sbhs out behind the tanks... when the tanks are damaged they will retreat allowing you to jump in and attack from behind... another way is have all sbhs focus on a weak tank with there lasers or throw timed c4s on the tank.... works like a charm! and if they have lots of hotties or engys simply pick them off... when they stand still either 1: Throw a timed c4 on them(Note its strongly recommended you throw timed c4s on tanks) 2: Shoot them in the head and kill them... This works very well if the team is coordinated... Once we did this stratagey gdi was spun into chaos... first we took out there support fire (MRLS) with our lasers then we threw timed c4s on tanks causing the tanks to be destroyed or weakeend... then as gdi was in chaos trying to retreat we opened fire with lasers and our other nod forces rushed the front door throwing gdi into chaos...I believe that this is the best indicator of how well balanced this game is. Anything is possible with teamwork and nvts.

Subject: How to dismantal a gdi assault from the inside.
Posted by Anonymous on Tue, 01 Oct 2002 21:26:00 GMT
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quote:Originally posted by Squiddley:Very interesting.This very thing happened last night on a public server (forget which) but basically that happened. GDI ruled with a combo of mammoths, meds an MLRS and APCs, with 2 or even 3 hotwires supporting. The red side was stumped... (Credit to all really, because it wasn't organised, but ppl knew what to do and worked together.)Until there was a rush of SBHs who caused a ruckus and broke the monopoly. Worked a charm, whoever co-ordinated that effort. GDI still won on points, but IMHO the other side won on effort/balls/teamwork etc.All the more evidence that this is one VERY well balanced map.Agreed. Here were two scenarios I played on Field today1. As Nod. GDI was pounding the crap out of the HON. I was holding them back with my MA behind the wall, but they attempted like 4 APC rushes which all failed (really good team work on that). Any ways, there's no way of getting out of the base. So I leave my MRL and I see if the back tunnel is mined. It is, with only a line of 4 mines. I blow through those and die. I then buy a nuke and a SBH. Head back to the tunnel and to the first rock near the infantry barracks. Lay the nuke. Two people see this: a guy in a med tank and a gunner. No one even attempts to stop or alert anyone else. Boom, up goes the infantry barracks. Then right after that some loser on GDI uses the MRL exploit and starts pounding on our obselik. He gets kicked by the host (I LOVE THAT!). We won the game. GDI claims I was cheating by nuking their infantry barrack: ya right.2. On GDI, pounding the crap out of HON. Back of tunnel mined pretty nicely. Hear nuke deployed. No one's at the base. Go to disarm nuke, I am attacked by two SBHs. Boom, up goes our refinery! We still won by points, but that was a nice move by Nod.SuperTech [October 01, 2002, 21:28: Message edited by: supertech]