
Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 07:41:00 GMT

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I always grab an engie and run through the tunnels to Hand/WF. It seems pretty futile though, because I don't think I have ever made it through. I wonder if there is a good opening strategy I could adopt. Ideas?

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 08:27:00 GMT

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Don't bring an engy, makes it a lot easier to kill fools in the tunnels. I always start this map off the same way, by getting a rifle soldier and rushing the enemy base to see how many people I can kill. If I make it to the base I feel pretty good about the performance, and then I usually c4 the Hand.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 08:58:00 GMT

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On Nod I used to do the rush in the tunnels but lately I've been putting down some remote c4 on the Refinery floor and lighting up any GDI fools who dare enter! Those sneaky GDI folks like to make a run for the Refinery while the rest of their team is making a run for the HON. If I'm on GDI I usually clean the tunnels with a TAR Sydney. After that I'll usually guard the base from SBH nuke/C4 rushes.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 09:31:00 GMT

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quote:Originally posted by JeffLee67: On Nod I used to do the rush in the tunnels but lately I've been putting down some remote c4 on the Refinery floor and lighting up any GDI fools who dare enter! Those sneaky GDI folks like to make a run for the Refinery while the rest of their team is making a run for the HON. GDI...rushing to the Nod Ref...on Islands?? *confused* ...you mean they rush in from the water bridge side? LOL

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 13:34:00 GMT

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before u rush in the tunnels, gather a team of people (around 8 or more) then rush in....sometimes

it works and sometimes it doesnt, but its harder for 3 defenders to stop 8 attackers than it is to stop 2.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:07:00 GMT

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Good point above...I like stealthing around and watching the action, findind a Havoc sighting in and slipping a bomb on his back, then type him a message and watch the result! BOOM!

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 18:49:00 GMT

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quote:Originally posted by The Real Gizbotvas:I always grab an engie and run through the tunnels to Hand/WF. It seems pretty futile though, because I don't think I have ever made it through.I wonder if there is a good opening strategy I could adopt.Ideas?I usually grab a shotgunner and wait for you That said, I dislike Islands and Walls (flying or non) simply because I don't like this type of rush. Can be good for a fragfest though...

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 21:46:00 GMT

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Start with shot gun soldier dash. Often can frag at least 2 before getting killed. If I am Nod I will grab an Art and pound the Ref or WF. If I play as GDI I will save up for a mammy and camp by Barr and Tush the tunnel to death. Once I scored over 40 kills this on the Pits

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 15:57:00 GMT

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rush via the bridge not via the tunnels! The other team doesnt expect it and you can get 4 out of 10 times into the enemy's Hon/ref/WF.Same on Complex. Rush through the tiberium, sneak behind the air/bar and get the refinery. Works 7/10 times...

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 07:27:00 GMT

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quote:Originally posted by eggmac:rush via the bridge not via the tunnels! The other team doesnt expect it and you can get 4 out of 10 times into the enemy's Hon/ref/WF. Meanwhile back at the ranch, they have already destroyed 2 buildings and you're in the middle of nowhere with a free character. Same on Complex. Rush through the tiberium, sneak behind the air/bar and get the refinery. Works 7/10 times...Organize 5 soldiers for a rush. Use the tunnel less traveled. Have everyone plant thier timed, and then raise some heck while defending. You will die eventually then get your high dollar characters, or a med. Base defense is FAR more important after the initial rush. I have seen this level beat in 5 minutes due to a lack of defense.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 08:03:00 GMT

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I despise non base defense maps unless the server is at least 32 people. Otherwise its over in 4 min usually. With 32 people it tends to last and sometimes be quite fun.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:12:00 GMT

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quote:Originally posted by Squiddley:[QB]I usually grab a shotgunner and wait for you [QB]So that's YOU, then? *&%#(*#)#!!!

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:57:00 GMT

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Rushing over the bridge is very dangerous cause it might leave the tunnels unattended. The tunnels are faster offcourse so make sure you have people defending/attacking there.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 08:04:00 GMT

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quote:Originally posted by phinal:I despise non base defense maps unless the server is at least 32 people. Otherwise its over in 4 min usually. With 32 people it tends to last and sometimes be quite fun. I LOVE non-defense maps, that's what the game is all about. You need to be good to succeed. On defense maps like Hourglas or Under it's always the same camping and field controlling, extremely boring, although there are exceptions like City!

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:15:00 GMT

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I just kill everyone who tries to enter my base, with a Assault Rifle or Flamethrower...

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 11 Feb 2003 17:08:00 GMT

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If starting with no money I get an basic engineer and if you can get a buddy to go with you take the long way around to enemys refinery, most people take the tunnels leaving field somewhat clear. If you get away with this good bye refinery!If starting with money say 1000+ the game can go either way, depends how smart your team is. There are so many methods but in the end it is team work. If I started Nod it would be stealth attack, if starting GDI I would Medium Tank attack.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Tue, 11 Feb 2003 17:36:00 GMT

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On islands, (GDI), I like to save up until I get a rocket soldier (never a Gunner, what a waste of cash) and go shoot HoN for easy money. Though after about 3 minutes of being up there, you gotta watch out for NOD snipers. Getting about 3 guys with rockets early in the game can do some damage. Teamwork is the key to every map. For NOD, I just sit tight until I can geta cloak trooper, then run around and blow stuff up. Islands is a really easy map to sneak around in, though the tunnels arent good sneaking spots.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 13:39:00 GMT

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Take a shotgunner and go for the tunnels. In the tunnels, there are pillars/outjuts every so often on each side. Get to the first one then hide behind it, making sure to be close to the wall. If nobody is coming, move to the next one. When you see someone, wait for them to pass you. 9 out of 10 times they will. Then turn and BOINK.Rinse and repeat.

Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Thu, 20 Feb 2003 13:04:00 GMT

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as GDI on Islands I always get a Mobius as soon as I can, because we all know how those stealth guys (and stanks) love to slip into the base. When I am Nod the most fun thing I do is sneaking

into the base as SBH to plant a beacon with a teammate.
