
Subject: volcano nod ref defending
Posted by [Anonymous](#) on Thu, 30 Jan 2003 03:00:00 GMT
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I love the map volcano, but when i'm Nod the first minutes I always have to defend the ref. That sucks. When on GDI its pretty cool. 6 out of 10 times the nod ref gets destroyed the first 5 minutes. What do you think of that?????????

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Thu, 30 Jan 2003 11:25:00 GMT
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I thind it sucks.

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Thu, 30 Jan 2003 14:53:00 GMT
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actually if start as Nod on volcano i get engi and put c4 in and around doors in ref and when gdi walks in death reins. I have personally killed many gdi and Nod this way on many maps.

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Thu, 30 Jan 2003 22:50:00 GMT
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quote:Originally posted by DOM_Fandangox:If u have to defend it, lay ur timed c4 and keep refilling. Thus, U have 10 timed c4 that go off every 5 seconds or so, then u kill everyone who comes in.This is an awesome tactic and has devistating effect ! I wish more ppl would use it. Great for when an APC in in route to your base defenses etc.theOne.

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:18:00 GMT
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If u have to defend it, lay ur timed c4 and keep refilling. Thus, U have 10 timed c4 that go off every 5 seconds or so, then u kill everyone who comes in.

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Sat, 22 Feb 2003 21:13:00 GMT
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Heh, poor man's proxies, have to try that some time. Could do it with a shot gunner too so you pop off who ever goes in your building

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Sun, 23 Feb 2003 11:08:00 GMT
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if playing on NOD, you should mine the area around the ref and defend it from GDI attacks, but if you're playing on GDI you should go right away to the ref, and try to destroy it, this is the best way of winning.

Subject: volcano nod ref defending
Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:33:00 GMT
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waiting around the corner inside the refinery with a shotgun always does the trick for me. most GDI don't expect you to be right there and can't react fast enough before you get a few shots off. i've slaughtered a lot of rushes doing that.
