
Subject: A few fun strategies.

Posted by [flyingfox](#) on Fri, 24 Oct 2003 21:37:23 GMT

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1)

Your on a map and enemy forces are irritating your structures from a tunnel. Park your vehicle at a relative distance from them, but enough so they sight it and see it's possible to get to it. Position the vehicle so that either the front or back is facing the enemy, not sideways. go to the other side of the vehicle and hide behind it. If you don't see the radar of them coming to grab the vehicle, use 3rd person view to look above or at the sides to see them coming for it. When they're near it, jump in and run them over. Then laugh.

2)

On C&C Hourglass, (this works best if you're GDI) once the enemy base defences are down, grab a humm-vee and go to the top of the hill. Keep your cover but keep an eye down the hill to see vehicles approaching and falling back. Often, when an enemy vehicle is damaged the driver will retreat to the bottom of the hill and get out to repair.

There are 2 things you can do. 1 is to gun down the driver repairing his vehicle (if he's standing still and in view and you have a good aim for the head or a good lock on), rush down the hill & grab the vehicle. The other method is to rush down the hill without killing the driver and grab the vehicle quick.

I stole 3 Nod vehicles on Hourglass yesterday with this tactic. It was pretty fun. It works surprisingly well because the humm-vee is an especially fast vehicle going down a steep hill. It got most people off guard.

Have a go sometime.

Subject: A few fun strategies.

Posted by [NHJ BV](#) on Sun, 26 Oct 2003 09:53:32 GMT

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I sort of do the second thing on Hourglass, but from the tunnels. Often enemy vehicles come down the hill or retreat from the sides to the open area in front of the base. As soon as I have them in my sight, I finish the nearly-dead vehicle with my Sydney PIC or Mobius. This works with base defenses still active as well.

Subject: A few fun strategies.

Posted by [Black_Hand](#) on Mon, 27 Oct 2003 05:33:25 GMT

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Lol, those are funny and great idea's i should try them sometime

Subject: A few fun strategies.

Posted by [frijud](#) on Fri, 31 Oct 2003 20:38:40 GMT

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A second hourglass trick that works from time to time. This only works for GDI.

When a tank (light, flame or stank) is at the top of the hill, when they take damage, they will retreat down the hill a little, get out and repair. If you have a \$1000 character, when the tank is almost completely repaired, run down the hill towards the tank. The obo will shoot you, often you can make it to the tank before the obo shoots again.

Hop in the newly repaired tank and drive back over the hill to the GDI base. The obo will usually shoot you on the way (this is why this doesn't work with the mob. art) but you can make it.

The next thing you see in all chat is "WTF, who game them a flame tank!".

I had this done to me once, and since then I have done it dozens of times.

Subject: A few fun strategies.

Posted by [dueltommychan](#) on Thu, 10 Mar 2005 04:04:32 GMT

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i can take no damage almost in a vehical while the defencese r still on.

- 1)Get a vehical(humvee not recommended)
 - 2)Get behind harvester when driving.
 - 3)follow it down and attack OB or AGT!!!
 - 4)Advantage for you.Be careful, since enemy is angry...
-

Subject: A few fun strategies.

Posted by [IRON FART](#) on Thu, 10 Mar 2005 06:26:41 GMT

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You have to be speedy for this one.

On C&C_Complex, get an engineer as soon as the game starts, run to the top of the hill and plant your remote C4s right where the enemy team's path joins onto the top of the hill. As they will be walking up an incline, they will not notice the C4s easily, and you can sit back and watch the fireworks when they come.

Subject: A few fun strategies.

Posted by [flyingfox](#) on Thu, 10 Mar 2005 11:16:09 GMT

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WTF, I posted this 18 months ago. lol

there's something I've been doing for a while now. Join a server and play till c&c walls fly comes up. As soon as the game starts, the starting credits might be between 100-250. Buy an engineer, go to the front of the base, near the edge of the roadwork and place your 2 remote c4s relatively close together at either the left or right. Run back and get a refill, go back and place another 2 remotes at the middle of the entryway. Run back and get another refill.

by this time, keep an eye on your credits. The enemy might buy a buggy as soon as they hit 300 credits, or 350 for a humm-vee. If this is the case, constantly watch the chat for shouts of an incoming buggy or hummvee. Go back to the entrance and lay the last 2 mines on the side which you haven't touched. Now a vehicle might be coming right now, might come soon, or might never come for a while. Wait a little while because it usually does. As it comes through your entrance, detonate the remotes! You may kill it, but it might be left in red health. I used to do this on a server in not only walls, but complex and city. People would always say "nice mine laying" or "wtf, I can't believe that lame ass strategy worked"... :^)

also here is a picture of how your mines should be set out:
<http://www.n00bstories.com/image.view.php?id=1095835113>

Subject: A few fun strategies.
Posted by [karmai](#) on Thu, 10 Mar 2005 14:13:07 GMT
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If there are alot of infantry in the tunnels on a non-defence map, get a mobile arty and just shoot down the tunnel. You will screw them up with splash damage.

To do more splash damage
f8(console) t

Subject: A few fun strategies.
Posted by [Jzinsky](#) on Tue, 22 Mar 2005 03:49:09 GMT
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If you're charging down the hill to steal their tank, don't you lose the humv?
