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Subject: My little strategy guide... Complex 2v2's.  
Posted by [Spoony\\_old](#) on Sat, 26 Feb 2005 11:10:14 GMT  
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probably in the wrong forum then, aren't you.

To "clear this up", Sniprs is remarkably accurate.

GDI needs meds in Nod base, but you can't just save up for meds. If one of you can either get the money box at the start or get around 70-80 credits from grenading, you can get an APC on their airstrip as soon as your harv dumps. Otherwise get a humvee. The other person can ride in the APC/humvee with a soldier, believe me an APC + GDI soldier will own an arty. Alternatively the second GDI player can be an engineer, the APC keeps Nod busy while the engi gets his remotes off, then he can afford a med tank. Once GDI has meds in Nod base, the game is pretty much over as long as Nod hasn't already left base with a tank, which is what the APC is for.

For Nod, you need to stop GDI getting the money box and stop them grenading. This way you'll only have a humvee to deal with rather than an APC. One person must get an artillery as soon as your harv dumps, or if a Nod player got the box you might consider getting an APC instead to throw them off. If there's a humvee coming, one arty plus one Nod soldier can kill it pretty quickly, then just get arties hitting the GDI base then work your way up to stanks.

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