
Subject: Island tactic
Posted by [nopol10](#) on Mon, 14 Feb 2005 10:13:29 GMT
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theres a tactic where hotwires pile up into an apc and rush to the back of the tib ref. then they bomb the whole thing

but remember to send 1 low class player to detonate the mines (if any) before rushing in

if u survive , maybe u should plant some mines there too!

Subject: Island tactic
Posted by [Ripintou](#) on Mon, 14 Feb 2005 13:42:17 GMT
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Give this guy a break, it's his first post

WELCOME TO THE FORUMS

errrrr ... Neat tactic

Subject: Island tactic
Posted by [Spoony_old](#) on Mon, 14 Feb 2005 13:50:08 GMT
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I can certainly see why this tactic will only ever work on Islands, and even then, only on the refinery.

Subject: Island tactic
Posted by [karmai](#) on Mon, 14 Feb 2005 14:05:20 GMT
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HEY SPOOM I GOTS MYSELF A TACTIC,

K HERE WE GO

EVERBODY PILE INTO AN APC AND KILL A BUILDING WITH BOMBS

Subject: Island tactic
Posted by [TankClash](#) on Mon, 14 Feb 2005 17:53:05 GMT
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Been there, done that.

Subject: Island tactic
Posted by [SuperMidget](#) on Tue, 15 Feb 2005 01:01:16 GMT
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HA @ U

Subject: Island tactic
Posted by [nopol10](#) on Tue, 15 Feb 2005 03:31:05 GMT
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Thanks for the Welcome. anyway the tactic wasnt done by me. I saw people do it a ton of times .
o yeah remember to mine the gap of the ref. people often plant beacon there!!!

Subject: Island tactic
Posted by [csskiller](#) on Tue, 15 Feb 2005 04:20:16 GMT
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Actually mines there would be a waste .
You only have 30 (default) and you need those for the doors.

Subject: Island tactic
Posted by [karmai](#) on Tue, 15 Feb 2005 16:42:55 GMT
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No, no Islands you just need mines in the tunnels, lots of them. You can throw around 10 in the field entrance to the base, but it would be very hard for anyone to sneak in there, seeing as there are always tanks around.

Subject: Island tactic
Posted by [IRON FART](#) on Tue, 22 Feb 2005 04:10:00 GMT
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I've got a good one too.

You get 5 people to each get an ion then you all rush the AIRSTRIP and plant all your beacons inside. Get 12 Mammoth tanks to guard them.

This will only work on C&C_Field on a saturday if the weather in your area is only partially cloudy.

Subject: Re: Island tactic

Posted by [Spoony_old](#) on Thu, 26 Jan 2006 10:09:42 GMT

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karmai wrote on Mon, 14 February 2005 09:05HEY SPOOM I GOTS MYSELF A TACTIC,

K HERE WE GO

EVERBODY PILE INTO AN APC AND KILL A BUILDING WITH BOMBS
when I want your opinion I'll ask for it.

Subject: Re: Island tactic

Posted by [Lijitsu](#) on Thu, 26 Jan 2006 15:49:28 GMT

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Any reason why you bumped this? Ripin' was still here back then. And Iron Fart.

Subject: Re: Island tactic

Posted by [SCOTT9](#) on Mon, 30 Jan 2006 16:48:02 GMT

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see i aint the worst bumper

Subject: Re: Island tactic

Posted by [Dave Mason](#) on Mon, 30 Jan 2006 18:18:39 GMT

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SCOTT9 wrote on Mon, 30 January 2006 16:48see i aint the worst bumper

You're still a spamming moron though.

Subject: Re: Island tactic

Posted by [Renerage](#) on Wed, 01 Feb 2006 23:46:29 GMT

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OMFG!

I have the best tacticz EVER!!! LIKE OMFG HAX!

First, Your Gdi.

Then you get 8 Med tanks, then rush the nod fuckers while they are in tunnels sniping.

OMFG GREAT TACTIC ITS FUCKING HAX!!!!

Subject: Re: Island tactic

Posted by [Dr. Lithius](#) on Thu, 02 Feb 2006 02:31:53 GMT

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Nukes fall, everybody dies. The end.

Subject: Re: Island tactic

Posted by [Kamuix](#) on Thu, 02 Feb 2006 06:15:29 GMT

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Dr. Lithius wrote on Wed, 01 February 2006 21:31Nukes fall, everybody dies. The end.

Wait a second drLithius. Dont jump into the dieing part so fast yo. Not everyone dies. I mean some people have to live.

Subject: Re: Island tactic

Posted by [Lijitsu](#) on Thu, 02 Feb 2006 08:17:35 GMT

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And, since I'm a Dark Jedi, I get to live. So you don't.

Subject: Re: Island tactic

Posted by [terminator 101](#) on Thu, 02 Feb 2006 14:56:38 GMT

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Buckery wrote on Thu, 02 February 2006 01:15Dr. Lithius wrote on Wed, 01 February 2006 21:31Nukes fall, everybody dies. The end.

Wait a second drLithius. Dont jump into the dieing part so fast yo. Not everyone dies. I mean some people have to live.

You mean survive, right?

Subject: Re: Island tactic

Posted by [Dr. Lithius](#) on Thu, 02 Feb 2006 19:19:53 GMT

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Damn you, humanity! Why do you have to be so humane? XD

Subject: Re: Island tactic

Posted by [Kamuix](#) on Thu, 02 Feb 2006 19:51:43 GMT

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Terminator 101 wrote on Thu, 02 February 2006 09:56Buckery wrote on Thu, 02 February 2006 01:15Dr. Lithius wrote on Wed, 01 February 2006 21:31Nukes fall, everybody dies. The end.

Wait a second drLithius. Dont jump into the dieing part so fast yo. Not everyone dies. I mean some people have to live.

You mean survive, right?

Both. Live and Survive

Subject: Re: Island tactic

Posted by [Ma1kel](#) on Thu, 02 Feb 2006 21:32:41 GMT

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Dr. Lithius wrote on Wed, 01 February 2006 21:31Nukes fall, electricity goes down, everybody dies. The end.

Subject: Re: Island tactic

Posted by [Kamuix](#) on Thu, 02 Feb 2006 21:58:06 GMT

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Ma1kel wrote on Thu, 02 February 2006 16:32Dr. Lithius wrote on Wed, 01 February 2006 21:31Nukes fall, electricity goes down, everybody dies. The end.

I will not tolerate your insolence.

Subject: Re: Island tactic
Posted by [Dave Mason](#) on Thu, 02 Feb 2006 22:31:53 GMT
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cheekay77 wrote on Wed, 01 February 2006 23:46OMFG!
I have the best tacticz EVER!!! LIKE OMFG HAX!

First, Your Gdi.
Then you get 8 Med tanks, then rush the nod fuckers while they are in tunnels sniping.
OMFG GREAT TACTIC ITS FUCKING HAX!!!!

you're*

Subject: Re: Island tactic
Posted by [Renerage](#) on Fri, 03 Feb 2006 04:10:17 GMT
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I missed you too buddy

Subject: Re: Island tactic
Posted by [nopol10](#) on Sun, 26 Feb 2006 10:30:34 GMT
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You have to understand that Medium Tanks were not meant for rushing... Maybe when Nod has no HON or else no.
8 meds? the whole team would not cooperate. Some would rush off buying APCs while you hog the PT trying to get meds

Subject: Re: Island tactic
Posted by [dead6re](#) on Mon, 27 Feb 2006 16:18:43 GMT
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karmai wrote on Tue, 15 February 2005 11:42No, no Islands you just need mines in the tunnels, lots of them. You can throw around 10 in the field entrance to the base, but it would be very hard for anyone to sneak in there, seeing as there are always tanks around.

Meh, I SBH and walk in that way all the time.

Subject: Re: Island tactic
Posted by [MrWiggles](#) on Mon, 27 Feb 2006 16:51:57 GMT
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IRON FART wrote on Mon, 21 February 2005 22:10I've got a good one too.

You get 5 people to each get an ion then you all rush the AIRSTRIP and plant all your beacons inside. Get 12 Mammoth tanks to guard them.

This will only work on C&C_Field on a saturday if the weather in your area is only partially cloudy.

thats fucking gold^^

Subject: Re: Island tactic

Posted by [iluvguns0](#) on Tue, 28 Feb 2006 16:14:43 GMT

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Kamuix wrote on Thu, 02 February 2006 15:58Ma1kel wrote on Thu, 02 February 2006 16:32Dr. Lithius wrote on Wed, 01 February 2006 21:31Nukes fall, electricity goes down, everybody dies. The end.

I will not tolerate your insolence.

Good for you. Nuke the damn base and blow the hell out of them. You win. Rub it in their faces and laugh at them. NOW then end...

Subject: Re: Island tactic

Posted by [Dover](#) on Fri, 24 Mar 2006 17:31:08 GMT

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I have a REAL tactic for C&C_Islands.

You get a gunner, get in the little watery part directly outside your base, and launch rockets at the top of the HON through a small crack in the cliff.

Since it's a gunner firing and not an MLRS, most servers allow it, and even if they don't allow B2B (And almost nobody does), you're not firing from your base, but directly OUTSIDE your base.

Every time I do this I'm assured a massive amount of cash (15000+), and I'm almost always MVP. Plus it keeps a techie constantly busy repairing the HON, or if he doesn't, the HON dies. If left unrepaired you'll kill the HON in less than 2 refills worth of rockets.

Subject: Re: Island tactic

Posted by [nopol10](#) on Tue, 25 Apr 2006 03:12:59 GMT

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Quote:Since it's a gunner firing and not an MLRS, most servers allow it, and even if they don't allow B2B (And almost nobody does), you're not firing from your base, but directly OUTSIDE your base.

Twisted logic

Subject: Re: Island tactic

Posted by [Feetseek](#) on Tue, 25 Apr 2006 03:51:24 GMT

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Gee... what fun it will be firing at the Hand of Nod for the entire game and get the highest score.

Subject: Re: Island tactic

Posted by [nukchebi0](#) on Tue, 25 Apr 2006 05:39:32 GMT

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Dover wrote on Fri, 24 March 2006 11:31I have a REAL tactic for C&C_Islands.

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Guys like you are fun to snipe.

Subject: Re: Island tactic

Posted by [Phazon87](#) on Tue, 25 Apr 2006 12:42:11 GMT

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Usually if Nod notices some little retard firing rockets at their most important building they aren't going to ignore it, and will most likely send a few SBHs to assassinate you.

Subject: Re: Island tactic

Posted by [Dover](#) on Tue, 25 Apr 2006 15:59:49 GMT

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Gunner > SBH.

Now that I think about it...

Gunner > Most things.

Subject: Re: Island tactic

Posted by [Phazon87](#) on Wed, 26 Apr 2006 12:21:48 GMT

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Dover wrote on Tue, 25 April 2006 10:59Gunner > SBH.

Now that I think about it...

Gunner > Most things.

Not is the SBH manages to creep up on the Gunner, which shouldn't be too hard as in this case the Gunner would be busy pointwhoring. The Gunner would be headshotted to death pretty quickly.

Subject: Re: Island tactic

Posted by [Dover](#) on Wed, 26 Apr 2006 15:32:40 GMT

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There is no excuse for staying put after the first headshot. I've trained myself to start strafing after the first sound of laser fire. Without the element of surprise, and even with 50-60 armor knocked off, Gunner > SBH. It only takes 1 rocket to the head, or 2 to the body, or 6ish anywhere in the general vacinity.

Subject: Re: Island tactic

Posted by [Phazon87](#) on Thu, 27 Apr 2006 12:27:10 GMT

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The average idiot on a public server will usually panic when he starts getting headshotted and will usually fail to even deal damage to you before he's brought down.

Plus, getting your rockets to hit the SBH in the head is often quite hard unless the SBH is completely brain dead and doesn't bother dodging.

Subject: Re: Island tactic

Posted by [MexPirate](#) on Fri, 28 Apr 2006 13:47:35 GMT

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Lmao - theres some uber tactic ideas here. This must be some uber 1337 new tactic cos I never

seen anyone do that in a cw.

SBH suck, pointwhoring gunners suck - how about actually doing something useful maybe? like get an apc and get on the enemy strip so they cant buy vehicles, bring some tanks along for the ride and boink engies as they run between buildings trying to repair - and leave the SBH/Gunners to n00b around fighting over a few points while you destroy the enemy base.

Subject: Re: Island tactic

Posted by [Dover](#) on Fri, 28 Apr 2006 16:19:29 GMT

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I've had some pretty funny headshot kills on infantry.

Gunners are awesome. They're the jack-of-all-trades unit.

Pointwhoring Gunners are more useful than you think. You get twice the number for attacking a building as you do for repairing. You're helping double your score over the enemy. In case time runs out (And if often does on C&C_Islands, if there isn't a sucessful early rush), you're going to want all the points you can get.

Subject: Re: Island tactic

Posted by [Phazon87](#) on Fri, 28 Apr 2006 18:01:34 GMT

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I still prefer the MRLS for pointwhoring as the unlimited ammo it has enables you to keep up a constant stream of rockets(though Gunner's still cool - did an amazing Gunner rush on Mesa a bit ago and wiped out the refinery and the airstrip).

And SBHs do NOT suck on Islands, it's incredibly easy for them to sneak into GDI's base and plant C4, nick vehicles whilst they're being repaired, lay nukes and generally wreak havoc.

Subject: Re: Island tactic

Posted by [Dover](#) on Fri, 28 Apr 2006 18:52:39 GMT

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For an MLRS on C&C_Islands, you need to get to the island close to the Nod base (n00bstories server considers directly outside the GDI base to be B2B, but infantry can fire from anywhere). Gunner is a smaller target, and he can pointwhore from the safty of the GDI base entrance.

Subject: Re: Island tactic

Posted by [Lijitsu](#) on Fri, 28 Apr 2006 18:56:45 GMT

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Dover wrote on Fri, 28 April 2006 14:52 For an MLRS on C&C_Islands, you need to get to the island close to the Nod base (n00bstories server considers directly outside the GDI base to be B2B, but infantry can fire from anywhere). Gunner is a smaller target, and he can pointwhore from the safty of the GDI base entrance.
One word: Sniper.

Subject: Re: Island tactic
Posted by [Phazon87](#) on Sun, 30 Apr 2006 12:55:53 GMT
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Lijitsu wrote on Fri, 28 April 2006 13:56 Dover wrote on Fri, 28 April 2006 14:52 For an MLRS on C&C_Islands, you need to get to the island close to the Nod base (n00bstories server considers directly outside the GDI base to be B2B, but infantry can fire from anywhere). Gunner is a smaller target, and he can pointwhore from the safty of the GDI base entrance.
One word: Sniper.

I suppose snipers will own both the Gunner and the MRLS, lol.

Subject: Re: Island tactic
Posted by [Dover](#) on Mon, 01 May 2006 18:30:40 GMT
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Not in this situation. The ideal spot for gunner to pointwhore would be angled enough so only the wrist&up of the HON is visible, and backed up enough so that giant rock to the left gives him cover. Ideally, he's untouchable. I've done it serveral times, and lives because if a sniper wants to attack while I'm there, they lose their greatest advantage--their range.

Subject: Re: Island tactic
Posted by [w0dka](#) on Tue, 02 May 2006 12:49:04 GMT
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pointwhoring on Islands is nearly useless... cause of no base defense and much entrys in 9 out of 10 games it end by base destruction

especially Nod can sneak in with sbh's and blast buildings with timeds or beacons.
and GDI can dominate the way to Nod really easy with meds/mlrs and maybe a few mammoths
the only good idea of a pointwhoring gunner is that he keeop two guys bussy...someone have to repair, and another one have to kill him = 2guys Nod one guy GDI... good for GDI...

but a Mlrs is more useful...

Subject: Re: Island tactic
Posted by [Lijitsu](#) on Wed, 03 May 2006 06:45:53 GMT
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Dover wrote on Mon, 01 May 2006 14:30: Not in this situation. The ideal spot for a gunner to point where would be angled enough so only the wrist&up of the HON is visible, and backed up enough so that the giant rock to the left gives him cover. Ideally, he's untouchable. I've done it several times, and lives because if a sniper wants to attack while I'm there, they lose their greatest advantage--their range.
Alright, then I'll just get an F'ing APC. APC > Gunner. Assuming equal skill.

Subject: Re: Island tactic
Posted by [Dover](#) on Fri, 05 May 2006 20:04:30 GMT
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Ideally (And this is only in my ideal fantasy world), the GDI team will be using lots of meds, mammys, and MLRS to keep Nod behind their own lines. This leaves a wide open range for a proper gunner attack (5 gunners kill an un-techs building in 2 clips each).

Subject: Re: Island tactic
Posted by [Lijitsu](#) on Sat, 06 May 2006 13:33:50 GMT
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Yes, but when does this ever happen? What's that? One out of twenty games? I thought so.

Subject: Re: Island tactic
Posted by [Dover](#) on Mon, 08 May 2006 05:06:32 GMT
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The first part? About half of the games.

Getting an organized Gunner rush? Absolutely never, except Mesa.
