Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Wed, 20 Feb 2002 11:44:00 GMT
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Last night I was playing a 2 against 2 game that ran OK, not to much lag for a change & I was on GDI side. I know it's easy to break the GDI's defence (AGT) by rushing an engineer inside a NOD buggy to the AGT, get the eng inside & blow it up. Now anybody knows how to get inside the obelisk or to anyother building and having a chance of destroying that building before getting killed by the defences (obelisk, turret). Is it possible for to players to do this?Does the missile launcher has a longer reach than the obelisk?

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Wed, 20 Feb 2002 14:10:00 GMT
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hotwire/technition... and use all your c4...

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Wed, 20 Feb 2002 14:23:00 GMT
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I got into a 2 on 2 game the other night and Oh man is that a different game. Thanks for the tips, the other team I was playing against were very good. It seemed like they were working well together as it was always the same 2, me on the other people ducked out every game because that team kept winning. I wanted teamwork but noone who joined my side wanted to work together. WTF is the point of playing a 2 on 2 game and NOT working together? Hotwired/Nod Technician have:5 Prox Mines1 Timed C41 (or 2) Remote C4

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Wed, 20 Feb 2002 14:39:00 GMT
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Anyone wanna start up a clan for C\%C Renegade Demo and full? Post up here or in the other thread in General Discussion. Thanks.

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Thu, 21 Feb 2002 00:19:00 GMT
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there are 2 ways.. mlrs can hit the ob from far enough out.. or you can blow teh p[ower plant.. get teh rocket solger.. and shoot the PP from teh tunnel

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Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Thu, 21 Feb 2002 00:23:00 GMT
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Thanks,Can't wait for the next 2 on 2 game

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Thu, 21 Feb 2002 00:24:00 GMT
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I've found a neat little trick that works against either. (We were against NOD, so it might not work for the other side) But anyways, you get about 3 people or more: 2 engies, and a technician. Take the tunnels and make sure you go the long way that puts you out near the back of their base. Rush out to the nearest building while jumping and the Obelisk shouldn't hit you, (it works about 50\% of the time) and bomb the building. Make sure you put a few on the computer so they can't disarm both of them (usually.) Repeat until you've cracked the base.

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Thu, 21 Feb 2002 00:32:00 GMT
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Well, for anyone that is stupid enough to not notice this, you can (As GDI) take character selection "HotWire" then buy an ION cannon beacon (LoL) then you strafe-jump out of the Nod part of the tunnels, to aither the Obelisk or the back of the hand of nod, then you just place it in Hand of Nod or the Obelisk of Nod. This is eaven easyier than getting into the GDI base.If you play Nod, you MUST!!! mine these tunnels, or, i prefere, mine the outside so they can't disarm them without getting hit by obelisk   After that, If you choose tactic 1 you buy an buggy/APC/light tank/stealh/Flame, all of these work, then you rush AGT and park so close it can't fire @ you, destroy it with the weapon OR if it's destroyed, run into the AGT and playce C4 (all 4) or ION beacon! Tactic 2, buy a stealth suit and Nuclear beacon, then you follow the harvester into the base, You might want to train on this tho, as it took me 50-60 times to get in   The trick is to stay behind the harvester untill it docks with refinery. then you run the BACK way into the Weapon factory / Refinery / Powerplant Its soo simple!

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Thu, 21 Feb 2002 00:33:00 GMT
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just put all c4 on the MCT.. right clic to blow teh remote c4

Subject: How to break Nod's defences on a 2vs2 game
Posted by Anonymous on Thu, 21 Feb 2002 00:40:00 GMT

Well I'l have to practice that jumping cause every time i have tried it, I was burned by the obelisk...
Oh and what character can put those mines??I think I tried with Hotwire (GDI) but don't recall
that she had any mines...Thanks for your idea's keep'em comming