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Subject: Favorite Opening Strategies

Posted by [Anonymous](#) on Mon, 18 Mar 2002 20:21:00 GMT

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K, I'm gonna try to keep this one short (yeah right!)Of course opening strategies depend on the map. So, lets start with City:GDI - love getting four MRL's together, take the left low road, through the little alley, and blow up their Tiberium Refinery in like 5 minutes. Nod - well, I'm ashamed, cause it's pretty much a solo tactic (but works better in two's)...get a buggy, and take the left low road, take the left alley, rush over behind the tib refinery or powerplant, jump out and BOOM. I've very rarely been stopped in this one, and it's usually just bad luck that someone catches me. I like the balance on this map cause Nod can buggie rush and make it to the powerplant, but can't run the APC through the alley, while GDI can't rush in with a buggy (thought it works to the hand of nod if your good), BUT their apc fits through the alley. Well, this is too long already. What are other's opening strat's on a map by map basis?

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