Subject: Tactics & Strategies and more Posted by Anonymous on Thu, 29 Aug 2002 18:41:00 GMT

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Hi, TestGun here, i just want to give my side of some Tactics & Strategies, and to start out with; 1. whenever your in a situation playing on a defenceless map like islands and your team and the enemy team has no money (because the tiberium refinery is gone) >>TRY<< to get a squad togther, of minigunners, usally when i call for a squad, i stand there for 2 mins then one person joins, then a third joins, then everyone wants to be in that group, because you and i know that when that squad comes through that tunnel and an enemy comes out, he will get lit up! also, i hate standing there yelling at people to stop going commando and ending up getting killed.2. If starting at the begining of the game in a map like C&C Walls, if you make it to the enemy base, don't blow up a buliding first thing (unless your in a squad) just wait because someone is bound to make a vehicle so throw timed c4 on it before they get in it so they will never know. this brings up another point, try to throw c4 on wheels, it makes it that much harded to get off.3. when playing on a defenceless map, try slipping in the enemy base and parking your vehcile where the harvester unloads the tiberium. >>Results -- NO income for the enemy -- they will probally never find out that there not getting money -- if they do, they usally would want to take the vehicle, but they can't because it would have to take team work to get it out (if you park it horizontaly) then a non-n00b person will come and blow it up.4. Don't be over cammanding<.>Now, i spent some time to make a couple of tatical tank formations (for clans only, because these are just impossible to conduct in a normal game)GDI Formationshttp://testgun.tripod.com/renegadeskins/id14.htmlThe title of the foramtion is listed above the pictureNod