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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 14:31:00 GMT

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I quite often sacrifice myself. At the beginning of a new game, instead of rushing out with a flame-thrower/grenadier to pound the harvester, I run out with a basic soldier into the fray of battle, and find a safe spot (On City, I run up to the highway, on Under, I climb up the hill. On Walls, I set up on the wall). Once I'm set up, I look out for any early buggy or APC rushes, and notify the team. If the rushes are quite big, I'll suicide and turn into a flamethrower/grenadier and help stop the assault. This stops most of those early match making assaults on the base, and while we saved up our credits for Medium Tanks and Mobiuses, the other team is just rich enough to use Officers and Rocket Soldiers.

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