
Subject: New instant message thingies that should be put in

Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:53:00 GMT

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wow, a quad post! anyway, to me it seems USLESS to take control of the tunnels, as only infantry can go in there. second, 2 tanks for defense on each side is a good idea. Today i played in the forum game and we had rush after rush of flames, we then positioned ourselves and guarded each entrance, and it was a piece of cake. thirdly, MINE THE 3 CLOSEST BUILDINGS TO THE ENTRANCE, especially base defenses! What usually wins this map are flame tanks and APC rushes, so be prepared to face quite a few of those. Also, because there are 3 major entrances to each base it is good to split up into 3 groups and attack FROM ALL SIDES at the same time! Don't all attack the same building, attack at least 3 different buildings, this way, it will split up the engys into different buildings, or they'll all just sit in one building making it easy to destroy the others. Of course i could be a total noob and all these seem like ****ty ideas, but you wanted my feedback
