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Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:44:00 GMT  
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Uh, M16, those were rather worthless things to say. Refuting now:1) People mine anyway. Duh. It's a given.2)Reparing is a given, too. If you're on a defenceless map, it's a must. Any player with one game's experience and 1/6 of a brain can tell you that.3)Hit V to rotate the turret. It's as simple as that.4)Well, we certainly have got a bright young lad here, don't we? Again, NO S H I T!5)Ugh, too much cluelessness. See #46)Mining is never not done. As soon as a person gets that \$350, someone gets those proxies and mines. (Do you really think we didn't know this already?)7)Anyone who has read the manual can tell you that. 8)Uh, you can find the beacon just by sound. That beeping, just before you lose? That's the beacon.9)How many times has that one been said?10)Actually, the bunker is a good place to be, depending on situation. People see "obvious sniper spot" and don't bother checking. this is voided if you are playing against the really good, or really new to the genre.You really need to go back to first grade, too. Your spelling is horrendous, and I think in your case, it should be a felony to breed.

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