
Subject: Tactics that can save the day. MUST SEE!
Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:41:00 GMT
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quote:Originally posted by MI6:Here are some tactics that can make you a game winner, some of them already have been posted but some of them are really personal.

1. The first thing I always say at the beginning of a battle is: "someone mine the AGT/oblisk and the tunnels. You should do it as well most of the time noobs listen to you. Unless you play with total idiots this is normally taken care of without spamming "defend the base". "defend the base". "defend the base". "defend the base". Of course if you have no clue where to place c4 just throw it everywhere. That rumor about a limit of 30 is false!!!!
2. When playing in small amounts (4-8 players per team) always tell your team mates: someone always stay here at anytime to repair, Because someone has to be the boss and order all the rest of the morons around! you are all too dumb to play this game LOL
3. Try to find a game where the so called "driver gunner" option is disabled so that the second passenger is the gunner in a tank and steals all of the driver/owners points. This always is useful because the driver can focus on driving and running over enemy's and the gunner can focus on the shooting and can turn around so he can shoot behind the tanks as well (sometimes gives you an advantage). This is a very popular tactic and almost as good as not buying vehicles when there are a continuous supply rolling out of the airstrip/weapons factory. Why waste all of your credits. Also a great way to make friends. The people who buy those vehicles don't have the skills to use them anyway. Nobody should try to drive a tank all by their self! too much skill required (almost as hard as tying a shoe)
4. This is my golden rule and should never be forgotten: always ever leave your tank in the open so snipers can kill you giving their team the chance to get your tank. Also never use a tank as a APC because of its armor. Because when reached your target your own tanks can be used against you and you won't like it (especially with a mammoth). Keep this one in the back of your head I lost a lot of battles because ppl made this mistake. Never have a driver keep the APC so that he can make another trip or act as a diversion while people are attacking the building/ APCs are disposable and it is good form just to take one to the enemy base as a peace offering
5. If you receive the gift mentioned in It can give you a big advantage, example: You're on GDI and you see an open NOD APC. Seems unimportant but get it up anyway and drive it back to the base, inform your team mates first or they will shoot you, Once the buggy is repaired you can take an engine and go to the enemy's base, the defence will detect you but the players will think it's just a buggy trying to get home. Because nobody has ever tried this one before and who would expect it! This can mean the difference between life and death. HUKT ON FONX WURKT FER ME TEW!!!!
6. Your having trouble with those nasty unexpected flame rushes and always losing your AGT because you're not repairing? Here is what to do: Get a hot wire and mine the entrance with 8 mines. Not more than refill again and throw your mines all around the AGT so that you'll only have 14 on this one building. Why does everybody tell me we only get 30? I can just keep buying them. Maybe you guys have bad copies of the game!!!! encountering with incoming tanks. When done this you can choose to stay there and keep an eye open or attack the base like everybuddy else. When you choose to stay I recommend to take a personal ion cannon as a weapon because it can take down flametanks with ease.
7. Defend your Power plant at any cost because without it you'll be in deep sh*t, The cost for everything but the free units and the beacons will be doubled and the base defences are offline. Mine the powerplant's entrance and around the powerplant as above with the AGT. Remember you get all the c4 you want, no limit so the fact that we now have 28 c4 on 2 buildings is not a problem.
8. Here is a lesson in placing beacons: When placing a beacon always put it on the outside because when you put it inside it will be found faster and you don't have much hiding places to defend your victory. When placing it outside however you

can hide behind a rock and when they start repairing put a bullet in their head, the fuse is only 20 sec so you only have to hold on for 15 second because the defusing will take more then 7 sec with a hotwire/tech. (this one was so screwed up that I didn't change it)The best way to deploy a beacon is with a stealth soldier or tank (for tank read below)9. When placing a beacon with a stealth tank at your side deploy the beacon and hop back in. when the engi's come to repair just run them over.10. And last but not least the sniper.In some maps there are bunkers to be found and many ppl think thats a good place for a sniper to be.Well it may seem that your in the dark, noone will see you and you have an exelent view over the map.The enemy sniper ALWAYS looks at the bunkers first and the dark wont help you with the night vision on the snipers.You better explore the maps good and find places where a normal sniper would never be, in the wild open if nesecery (hey they might overlook you becouse they are looking at dark spots).Well thats a few i could think of and i use them a lot you know.As i said before i have a rank of 130,000 thank it to these 10 rules.Have fun with them and please let me know what you think about them.[resource\[URL\]](#)
