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Subject: Engy Strategies, Multiplayer

Posted by [Anonymous](#) on Fri, 08 Mar 2002 19:19:00 GMT

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Other vehicles: Not much to say about Medium and Light Tanks, other than that they're underrated and fun to drive. They're decent all around, but not really common later in the game, but if you see these either avoid them, repair them, or if possible, comander them. If you're a good driver, you can go on a strike mission and cause decent damage, but be careful with them and bring them back in one peice and give them to a friendly as a present. Artillery is quite annoying. Long ranged and good splash damage means you'll often see this in defense and on the offense. I think it's by far the most overused vehicle, but I just work here. Repair these if they're friendly as they're a useful asset and also slow, if they're enemy there's not a whole lot to do since they'll rarely come within minelaying range and they'll avoid getting close enough for you to jog to them and C4 em. Stealth Tanks are your best friend or your worst enemy, depending on who's behind the wheel. Often somebody will send them up against a Mammoth expecting it to be some kind of heavy tank or something... Well, that extra money isn't spent on armor or weapons, and it's got light armor and medium weaponry. If someone does that, don't bother helping them, unless you can build a wooden box to send them home in, though I don't recall this being taught in engy boot camp. A good player will use it as a mobile ambush, since when used correctly it can get a significant advantage over slower, heavier GDI armor being able to get in a good shot, and sneak away before they can shoot accurately, and planning the next attack getting in closer and a more deadly strike than before. If someone knows how to manage these, help them out as best you can, but don't get to close to them since you'll alert the enemy to your presence if they see you, and you'd look suspicious repairing thin air. One of my favorite strategies (and/or least favorite, since I'm wily and I've yet to see other people do it well) is to sneak into the enemy base (provided the defenses are down or distracted) find a quiet spot and run over lines of infantry. Getting squished out of thin air would make any bright player suspicious, so the attack better be a Hit and Run (har, har, har!) Done correctly, that can distract and set back the enemy team in their defesive efforts. Maybe I'm being excessive in an Engy strategies thread, but it's one of my faves and I want to see people utilizing it more effectively and more often. It's not unusual to see 5 people crushed by an unseen enemy in under 30 seconds. (well, unseen to them at the time) No animals were harmed in the writing of this post... Except that one. BTW... Bumpety-Bump-Bump

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