
Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 09:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. Organize and fight as one. Just don't run off doing your own thing. How many times has ONE person run into the base and get blown away? (against a prepared team that is) ;>2. TALK --- if you see something -- yell out -- (Like 'There is a sniper on the ridge - NW of T Field")3. Move while you are shooting --- a standing target is a dead target.4. If you are in a tank rush -- spread out if possible -- leave room to move around -- and stop trying to shoot through me. Plus - if you make a gaggle of tanks -- you will get splash damage. (every hear of the fish in the barrel?)5. If you buy a tank or whatever -- if it can take more people -- load up - the more fire power - the better. You get to the enemy - they pop out - whammo..... Plus - if you hit the eject by mistake - you team still owns it.6. DONT repair a tank or person if your Buildings are under fire - and REPAIR at the MCT ---7. If you cant drive - DONT -- you will just give the enemy more points.8. Cover each other -- If your blocking - move - if your standing - crouch - ammo that is not hitting the enemy is wasted.9. Shooting weapons just to see the pretty effects are a waste of AMMO -- (for guns that need to reload)and finally - number 1010. ALWAYS LOOK FOR THE GDI/NOD EMBLEM ON THE TARGET AND SHOOT ONLY IF IT DOESNT MATCH YOURS ----->NOD - GDI - SHOOT <- NOD - NOD -- DONT SHOOT>Anyway -- these are some of the things that bother me when i play. I played a rocking 5 hours with seven other people that followed these rules -- and it was the best session i ever played. Makes all the difference.-EOL
