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Subject: Re: What to do?

Posted by [Renegade](#) on Fri, 14 Oct 2005 23:19:43 GMT

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Depends what map, if its field, you should be able to see them coming if you have one person as a scout.

Then, PIC, gunners and Meds all the way. If you dont have Wep factory, you better have 15 mobiuses on the team and pray they dont have following snipers.

Mesa, if they come from middle, it pinches them into a point and makes it easier for the AGT and PIC to take em out.

If they come from side, hope for the best.

Field, depends really, you can see them coming from their own base if your smart which should give you alot of time. to prepare, may sound stupid, but i would mine the tunnels and get in the AGT and prepare for a pounding.

Galcier, i hate this map, always have so i wont comment on it.

That is pretty much it, i think that Siege, also pinches to a bottle neck for weasy disposing providing there isnt that one annoying point-whoring idiot in an arty for the whole game. If they come from the other side, station your meds in front of the WF and pound em, their superior range and speed will make short work providing there isnt a hottie following, if theyre is, get a sniper or tell someone to kill em.

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