
Subject: Re: Anyone ever hotty/tech walk?

Posted by [MexPirate](#) on Wed, 25 Apr 2007 19:47:48 GMT

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puddle_splasher wrote on Wed, 25 April 2007 13:32LOL, How many times does an OB have to charge up, before someone comes to investigate? What happens when the mines at your feet are blowing up? Guess what happens to you as you try to defuse my mines and I am beside you, shooting, whilst the OB is charging?

BOINK!!! LOL

Try playing on a 40+ server and see what happens to your tactics. It may be OK on a 4 person server but unless the team on a big server are absolutely stupid (it does happen) then your tactic wont work.

Then again, I surmise that you have only started playing the game otherwise you would not offer advice like this.

wow, ur dum - it's a valid tactic, one tech whilst your base is being camped by the enemy can use this to change the game - I have lost count of the number of games that have been turned around after the Nod PP went down on Under this way.

Perhaps if you played a game where individual skill actually counted for something rather than a 40 player server then you might realise that smaller games (ie, clan games) require different tactics.

So what if you fail, 350 creds is worth the shot and if it means someone has to come running back to base it can buy you valuable time to push out.

Here's a demonstration (stolen from SS who is one of the best players there is tbh):
