
Subject: Gameplay tatic's a must read

Posted by [Founder of YASA](#) on Sat, 09 Aug 2003 22:41:47 GMT

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I will add a new section into this part.

Beacons

When to plant is the first priority then consider where to plant.

Disarming a beacon worth 300 points to the other team.

A beacon that destorys a building gives your team 750 points.

A well timed beacon can disrupt enemy attack and hinder them significantly.

Some well known place for beacons may be mined while some more obvious place are not.

Disarming a beacon takes a lot less time compared to finding it for the other team So plant the beacon when the enemy are away from where you are and it takes a lot of time for them to search and it will be too late for them to disarm

Rush Section

Chem warrior can be used in APC or on foot especially on maps where there is a tiberium field separate the 2 bases.

This section is for those on Nod

If you see a SBH hiding in a corner and you have a visiable unit don't go and hide with them. I got killed so many times by people think if they hide at my spot they will have a higher chance of survival. Instead both my SBH nuker and the other units get killed

Tank Section

Fire Ahead, Predict where your enemy will be.

A simple rule: Fire approxmiately towarded the front of the target will end up hitting the center of the tank when it is about 5 tank length away. Al the shells travel at different speed adjust slighly according to which tank you are in.

Move you tank constantly

This can prevent enemy C4 your tank and dodge some shells. Learn to fire ahead while moving.

Most shell will hit you directly and gives max damage to you when you are not on the move.

Use a Engineer as the driver.

Short of engineir is often a problem. If you tank got destroyed repair you teammate's one and make them last a bit long until reinforcement arrives.
