
Subject: Gameplay tatic's a must read

Posted by [laeubi](#) on Tue, 12 Aug 2003 08:40:37 GMT

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tip #493: Don't run away

What are you expecting of this? I cannot count how often I win a fight because my opponent thinks he may lose...and run away. SO I followed him and *boinked* him with no problem, because he's running away instead of shooting back at me. :rolleyes:

And it happens often that my tank gets destroyed just a second after I destroyed his one, so what? Better his and my tank are destroyed instead of he can repair his and I get destroyed on my way back home.

tip #464: Don't kill people on the field if you're rushing.

Think about it: if you kill him..he's back at base, can defend. If he's running around in the field...he can't

tip #91: Don't be a fool and call your team n00b.

I just can laugh about these persons that running around as Havor or doing a single rush and then if a building gets destroyed they are on the 'n00b' team...YOU ARE AFUCKING PART OF IT!

So if a building gets lost or something...maybe it's your fault as well. I cannot count how often I saved a building alone, yeah sometimes a bit of luck, but it's possible. So maybe the building gets lost only because YOU are not at the base at this moment.

tip #5609: Don't do cheap things. Shooting at a building with a flamethrower Infantry maybe seems to be a good idea...but it gives just a little point for you and there is one person less to defend/attack base.
