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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 07:53:00 GMT  
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if You want To Win You Must Creat Many and Many vechicle and som enigeers to do it let the som 6 vechicels attack 4 to protect the enigeers and the enigeers conquer som buildig to creat vechile and men and ten make much men and vechicels and attack you base

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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 08:41:00 GMT  
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i did not understand a word. try settingthose -> , and .

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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 14:46:00 GMT  
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There are lots of posts on offense but not that much for defense. Here are a few tips to counter the tips given in this post. Original tips posted by FreaksAnon:As Gdi, just get an engineer or hotwire...you can run out either door. The first door you can run straight to the hand of nod and strafe and jump so that evil Obelisk doesn't zap j00! The back door is a bit slower, you just hit behind the rock and the wall and then run like crazy to get behind the hand of nod building. just plant your c4 or ion cannon and run like heck and stuff. But be careful, I had an enemy defuse a nuke once..don't know how that happened, I haven't figured it out yet...sometime soon though.

\*\*\*\*\*ReplyTo defend against this tactic, first if you are a Tech/Hotwire (advanced engineers) try and keep the tunnels mined with proximity c4. That will help slow em down from even getting near the entrances.\*\*\*\*\*Things I've noticed. AIM FOR THE HEAD! I can take out just about any newb who has a better gun than me because you do a ton more damage when you hit them in the head. Aim for the head people, it does sucky damage if you hit them anywhere else. \*\*\*\*\*ReplyHe is correct on the aiming for the head, it does like double damage. I know a few players that will take you out in like 3 shots with a pistol. I personally stink at aiming at other infantry, but in a vehicle im an awesome shot.\*\*\*\*\*Mine your base and tunnels! (That is, use the proximity C4 that comes with the technician/hotwire) Then go refill and mine more! and repeat, and repeat, and etc.!\*\*\*\*\*ReplyJust remember there is a limit on the amount of mines you can place. (I think its 30) if you plant any more the first ones that were placed will disapear. This was done early in the demo because players were mining the whole map. It really sucked.\*\*\*\*\*Things I don't like about this demo:YOU CAN'T KICK PEOPLE IF YOU ARE ADMIN OF A SERVER!  
\*\*\*\*\*ReplyI am not positive but I am sure this is something that will be included in the full version\*\*\*\*\*Can't climb on buildings. Need ladders and sniper posts. 1 spot for a sniper post is ridiculous.  
\*\*\*\*\*ReplyThis one is completly off, in a game with experienced

players (and no lag) there are already too many places that snipers can shoot from. If there were more places for snipers to hide the gameplay would suck as infantry. \*\*\*\*\*Lag Need I say more ?\*\*\*\*\*ReplyFixable, already proven in the beta test. \*\*\*\*\* My suggestion to any team, buy an apc, fill it up, go for their defense, then their beacon. Only way I have been able to win everytime in under 10 mins. \*\*\*\*\*Thats a good tactic but its a little harder when people learn how to play, at least on this map. \*\*\*\*\* And one of the best sugestions I can make is if your in your base and you dont have a vehicle or advanced character fix any damaged buildings. Even if they are barely damaged. Even with people that have been playing awhile I still see players running out of the base with basic infantry when a building is being attacked. Losing just one building can cost your team the game.[ February 17, 2002: Message edited by: dudex0x ]null[ February 17, 2002: Message edited by: dudex0x ]

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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 14:51:00 GMT  
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Yeah, hey thanks for the reply post, those were good answers, and thoughtful too. I'm using mines a ton now, but it is so hard to be effective without good teammates, hopefully people will learn how to play better (Yeah, I know the demo just came out, but it's not hard to catch on and help out either) Thanks all...see you around maybe

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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 15:39:00 GMT  
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I think there is an option to kick, because if you go to the console and type "help"... there is a list of options; one being kick.

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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 16:00:00 GMT  
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You can't kick, even though there is the option to. Trust me...I've tried...and tried...and tried... null

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Subject: Do it And Conquer  
Posted by [Anonymous](#) on Sun, 17 Feb 2002 16:30:00 GMT  
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you're right quote:From commands.txtKICK - Kick and ban a user from the game (WOL game

server only).

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Sun, 17 Feb 2002 18:31:00 GMT

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well, i have to things to reply1. if you plant mines can't they just go in with grenade launchers or somthin and blow them up 2. that kick command is it me or does it say ban as well, if they are all dedicated servers won't being banned be a bad thing(especially if you just want to kick a guy standing around and don't have anything personal)?well that's it

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Sun, 17 Feb 2002 20:07:00 GMT

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I haven't found a way to blow up their mines save explode them on yourself....let me know about that..someone test it out perhaps. And it's nice to be able to at least kick someone when he changes teams and makes it so there is 5 on 3 instead of a nice 4 on 4. Lamers that join the winning team make me sick. It's also nice to be able to play with your friends and all be on the same team, and incentive for other people to join the other team. They need to add a feature for admin to be able to make teams, that way we could have it how we like it since we are running the server and all. My opinion of course, thats what I've found to be true so far.AIM FOR THEIR HEAD!

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Sun, 17 Feb 2002 20:45:00 GMT

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I believe you can defuse mines with the engineer's repair gun, and when you do so they fizzle instead of exploding.

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Sun, 17 Feb 2002 20:47:00 GMT

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Wow, once again, a fine use for an engineer! "That is Most excellent Ted" "Party on Bill!"  
"Excellent!" Thanks dude!

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Mon, 18 Feb 2002 00:13:00 GMT

Well I played this game the entire day yesterday, even hosted a server a while and played with my friends. bugs or glitches I've found : If you have a server that starts out with some money and you buy a vehicle right away as NOD, the plane comes down and drops of the vehicle, sometimes destroying your harvester if you have a different vehicle that someone is in right by the air strip and you buy another vehicle, and if it rolls off the airstrip into your teammates vehicle, both vehicles disappear and he gets killed. You can't jump to higher ground in the middle, you have to walk up the ramps. Tips Tricks etc. I found these all out by myself, but they seem to be in other posts as well. As Gdi, just get an engineer or hotwire...you can run out either door. The first door you can run straight to the hand of nod and strafe and jump so that evil Obelisk doesn't zap j00! The back door is a bit slower, you just hit behind the rock and the wall and then run like crazy to get behind the hand of nod building. just plant your c4 or ion cannon and run like heck and stuff. But be careful, I had an enemy defuse a nuke once..don't know how that happened, I haven't figured it out yet...sometime soon though. As a NOD it's harder than heck I have found to sneak in the base through the tunnels, so I just buy an APC and head straight for their tower, plant my c4, hop back in and try to run over anyone close before the tower gets me (Kamakazie) Things I've noticed. AIM FOR THE HEAD! I can take out just about any newb who has a better gun than me because you do a ton more damage when you hit them in the head. Aim for the head people, it does sucky damage if you hit them anywhere else. Mine your base and tunnels! (That is, use the proximity C4 that comes with the technician/hotwire) Then go refill and mine more! and repeat, and repeat, and etc.! Things I don't like about this demo: YOU CAN'T KICK PEOPLE IF YOU ARE ADMIN OF A SERVER! That just sucks, it's nice to be rid of jerks or complete morons....I guess they just don't want us kicking newb demo players, but still..ridiculous that we can't kick. Can't jump to higher ground. For instance, can't jump up 2ft in the middle, instead you have to use the ramp Can't climb on buildings. Need ladders and sniper posts. 1 spot for a sniper post is ridiculous. Lag Need I say more ? My suggestion to any team, buy an apc, fill it up, go for their defense, then their beacon. Only way I have been able to win everytime in under 10 mins. Later all, hope this helped, feel free to reply and point out any mistakes other helpful stuff.

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Mon, 18 Feb 2002 00:13:00 GMT

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I understood it... but I think English is probably not his first language =)

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Mon, 18 Feb 2002 00:17:00 GMT

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Hah..I knew someone else figured it out...but to disarm a ion beacon or nuke, you have to use the engineer's repair gun to disarm it....funny tho...shouldn't you be able to just shoot the darn thing with a rocket and stop it? It's not like it's bullet proof right? Jeez! Well whatever...Stay Cool

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Subject: Do it And Conquer

Posted by [Anonymous](#) on Tue, 19 Feb 2002 03:07:00 GMT

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What seems best when i play is get 3 hum vees and 3 tanks, with 14 grunts, and 4 engineers, and sum rocket launhers with sum machine gunners

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