
Subject: Infantry combat tips

Posted by [Anonymous](#) on Wed, 20 Feb 2002 17:54:00 GMT

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Just a few tips I've picked up which I thought might be useful:1: Expensive firepower is only as effective as your aim. If you can't aim, laser chainguns and tiberium rifles are not going to help. If you do not intend to point your weapon right at your target, do not expect to hit them 2: Having said that, do not underestimate the power of the standard issue automatic rifle. It has excellent range (in relation to its shot spread) and you CAN drop more expensive infantry just by gunning them down. I've done it. The trick is to aim for the head. Fill their helmets full of lead.3: Use your pistol, and get good with it. As soon as you spawn, load your pistol (it starts off empty) especially if you're playing as rocket infantry or a grenadier or a sniper. The pistol is faithfully accurate, and it is possible to drop a target that far outguns you by avoiding their firepower and placing your shots in their head. You can even use it to keep snipers' heads down (but get some cover first)4: Move unpredictably. First of all, when you're in infantry-to-infantry combat you should keep moving at all times. Standing still, crouching and hoping for the best will usually get you killed. Simply circle strafing isn't enough either, especially against chainguns and lasers. Change direction frequently and unpredictably - if you stay moving in the same direction your opponent will just track you and gun you down.5: Stealth. Do not draw attention to yourself unnecessarily. In other words, do not engage a target you do not intend to destroy. For example, if you are a rocket infantryman trying to sneak behind enemy lines, do NOT fire on a tank you happen to spot unless you intend to blow it up, because chances are it wasn't even interested in you. If you open fire, you alert the enemy to your presence. If you get attacked on the way, of course, fight back.6: Have I already mentioned how good the AR is? USE IT!!! [February 20, 2002: Message edited by: SoulSkorpion]

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Posted by [Anonymous](#) on Wed, 20 Feb 2002 18:05:00 GMT

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Amen.

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Posted by [Anonymous](#) on Wed, 20 Feb 2002 18:24:00 GMT

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Guess you forgot about something.... C4!!!! every single unit has at least a single charge of time C4, and ingies and tech/hotwires got remote and proximity.... If you find yourself in a basic class in the middle of the battlefeild, well, use your c4 on the tanks while you're hehe ... they usually don't notice you, and even less your C4 charge... nice and clean, the tank blows up, you get cash and points. Ingies in the battlefeild can be quite deadly while you repair vehicules, try to notice the patern of the ennemy plahers! than plant proximity/remote C4 on the way.... the wont notice in that case either.... and boom!!!!I'm just discpvering how C4 is fun right now, so i'll give new tactics when i get used to it!!!See ya all on the battlefeild!!!

Subject: Infantry combat tips
Posted by [Anonymous](#) on Thu, 21 Feb 2002 22:25:00 GMT
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I didn't leave it out cause I meant infantry vs infantry fighting ;P
