
Subject: Your tactics at work?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:07:00 GMT

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My tactic in large games is, become a tech, buy a humvee or buggy depending on which side. Then I run around the map creating havoc and running peeps over. Its fun to see people trying to hit you and them getting pounded by your team mates while you create a diversion. Then when someone steals.....uhh I mean borrows my vehcile never to return. I hitch a ride in another vehicle and repair them and others around us as necessary. I jump to different tactics but that one i described is pretty fun. Any one else have some good fun tactics to share

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Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:37:00 GMT

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For the most part, I am an engineer/hotwire/technician. My duty is to service and repair all buildings, personnel, and tanks. Occasionally I'll grab a tank with my credits if we have the enemy pinned.

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Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:37:00 GMT

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When you are against a guy in a vehicle, and you are just an infantry... No one else is around, its just a 1 on 1 battle in the middle of an open space. Pound him with whatever weapon you have until he is almost dead. Hide. Hide behind anything... a rock, a wall, a cardboard box... just make sure he cant see you. Most of the time(if he is an engineer, which i find to be common for some odd reason...) he will usually get out to repair his vehicle (i dont know if this is normal, or if i just play against idiots..)When his vehicle is nearly up to full strength, simply jump from your hiding spot, hop in and run him down.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:21:00 GMT

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Usually I play as Hotwire or Technician and help repair at the front, or at the base if needed. If I can spare the cash I'll buy a PIC and shoot at tanks from the ridge.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:25:00 GMT

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Depending i will be a minigunner or a rocket type soldier. If where winning, ill be a minigunner trying to pin down any rambos. If where lossing and where pinned by tanks, i buy the rail gun/personal ion gun and push the tanks away.

Subject: Your tactics at work?

Posted by [Anonymous](#) on Mon, 25 Feb 2002 06:42:00 GMT

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If you can't hop in a vacant vehicle, take out the engineer repairing it. Often they're not close enough to front to steal, but if you knock out the peeps around it, your chances get way better. Go for head shots. Engineers drop like dominoes to head shots.

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Posted by [Anonymous](#) on Mon, 25 Feb 2002 06:46:00 GMT

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I am an engineer killing biatch, btw. Nothing will end an advanced assault like taking out their engineers. When the engineers run scarce, you're more likely to see daring drivers try for repair. For us stoners, refer to last post.

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Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:27:00 GMT

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On Nod i often use the standard flamethrower unit and go for suicide runs. This unit is cheap (its free) rips a mrls or a hummvee apart in no time and works fine on other tanks too(first c4 him then fire him to death staying always back left or back right of him so he cant see you and he cant squash you). You get a lot of bucks and score while your enemy gets nearly nothing for killing a standard unit. Another good thing is that the flames blind enemy units and so its harder to shoot at you. So they are forced to retreat (Its funny to see 3 Gunners run from you even if they could easily outgun you). Use it to blind (and kill) engies who repairs the mammoths rushing at your base. I think this unit makes it up for the lack of armor on the nod side.

Subject: Your tactics at work?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 05:38:00 GMT

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Some tactics for the stealth tank:There are plenty of people complaining about the lack of armor of

the stealth tank is stealth! On the demo map drive it in the tiberium field. There you are save from being spotted by enemy soldiers. Then wait for a lucrative target (Often there is a mrls which is

up in no time. First find a isolated target then kill it! Another useful thing is to simply move in front of the enemy Harvester to slow it down and give your teammates the time to shoot it down. But dont shoot at it. Your objective is only the SLOWDOWN and your cover should not get blown. Unless there is no hostile unit in a 100 miles radius If the enemy isnt paying attention on the

for those coward mammoth tank pilots who attack until they are low on energy and then retreat.(Those "move back and forward" losers) Let them pass the tiberium field. (Dont get discovered so keep away from them) Then when your tanks take him under fire move behind him so that he cant retreat. If he is low on energy blow him away. And if nothing of this things can be done simply run over some soldiers (But pick the 1000\$ guys first) I hope this hints give you some ideas on how to use a stealth tank efficiently. If you have other tips please post.
