

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:50:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here are some tactics that can make you a game winner, some of them already have been posted but some of them are really personal.

1. The first thing I always say at the beginning of a battle is: "someone mine the AGT/oblisk and the tunnels. You should do it as well most of the time they listen to you."
2. When playing in small amounts (4-8 players per team) always tell your team mates: someone always stay here at anytime to repair, wait for an answer and if no one gives you any stay back yourself as a hotwire/tech.
3. Try to find a game where the so called "driver gunner" option is disabled so that the second passenger is the gunner in a tank. This always is useful because the driver can focus on driving and running over enemy's and the gunner can focus on the shooting and can turn all around so he can shoot behind the tanks as well (sometimes gives you an advantage).
4. This is my golden rule and should never be forgotten: Never ever leave your tank in the open snipers can kill you giving their team the chance to get your tank. Also never use a tank as an APC because of its armor. Because when reached your target your own tanks can be used against you and you won't like it (especially with a mammoth). Keep this one in the back of your head I lost a lot of battles because people made this mistake.
5. When you see an open tank always try to get it. It can give you a big advantage, example: You are on GDI and you see an open NOD buggy. Seems unimportant but get it up anyway and drive it back to the base, inform your team mates first or they will shoot you. Once the buggy is repaired you can then get an engine and go to the enemy's base, the defence will detect you but the players will think it's just a buggy trying to get home. This can mean the difference between life and death.
6. You're having trouble with those nasty flame rushes and always losing your AGT because your team isn't repairing? Here is what to do: Get a hot wire and mine the entrance with 8 mines not more, then refill again and throw your mines all around the AGT encountering with incoming tanks. When done this you can choose to stay there and keep an eye open or attack the base like everybody else. When you choose to stay I recommend to take a personal ion cannon as a weapon because it can take down flame tanks with ease.
7. Defend your Power plant at any cost because without it you'll be in deep sh\*t, The cost for everything but the free units and the beacons will be doubled and the base defences are offline. Mine the powerplant's entrance and around the powerplant as above with the AGT.
8. Here is a lesson in placing beacons: When placing a beacon always put it on the outside because when you put it inside it will be found faster and you don't have much hiding places to defend your victory. When placing it outside however you can hide behind a rock and when they start repairing put a bullet in their head, the fuse is only 20 sec so you only have to hold on for 15 seconds because the defusing will take more than 7 sec with a hotwire/tech. The best way to deploy a beacon is with a stealth soldier or tank (for tank read below).
9. When placing a beacon with a stealth tank at your side deploy the beacon and hop back in. When the engine's come to repair just run them over.
10. And last but not least the sniper. In some maps there are bunkers to be found and many people think that's a good place for a sniper to be. Well it may seem that you're in the dark, no one will see you and you have an excellent view over the map. The enemy sniper ALWAYS looks at the bunkers first and the dark won't help you with the night vision on the snipers. You better explore the maps good and find places where a normal sniper would never be, in the wild open if necessary (hey they might overlook you because they are looking at dark spots). Well that's a few I could think of and I use them a lot you know. As I said before I have a rank of 1300 and I thank it to these 10 rules. Have fun with them and please let me know what you think about them. Also visit: RA2 resource

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 22:55:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

WEll I have a rank in the 300's and the beacons dont have a 20 seconds 'fuse'it takes abotu 5 seconds to deploy, and about 45 seconds to target!m not sure what the disarm speed is, though...Often, tanks can be good for rushes.I was playing GDI in hourglass, and we defended so we were already winning by points and they had no chance unless they got lik,e 10 flames I got in a med tank as a hotwire, and a mammoth and apc came with me. We went left, the mammoth took the obeliks hits, we all shot the obelisk, apc went god knows where, and during all this chaos I drove my med tank over to the tiberium refinery.the obelisk got me low and a light tank finished me off, but I managed to hop into the refine and put all my c4 on and boomwe won anyways, but it worked well

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 01:51:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

5 and ten are the golden rules, im a sniper, and guess where i check whenever theres a bunker, yup, THE BUNKERS (gasp ) and stolen vehicle, be it buggy or mammy, is deadly, remember that

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 03:31:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by H3liCat:WEll I have a rank in the 300's and the beacons dont have a 20 seconds 'fuse'it takes abotu 5 seconds to deploy, and about 45 seconds to targetmy stopwatch said:exactly 5 seconds to plant beaconexactly 48 seconds to blow48+5--53 seconds for a beacon strikeso if there is only 52 seconds left, there is no need to plant that beacon (it only gives the enemy points when they disarm it)

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 07:14:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well the beacon thing is my mistake then hehehe.

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 09:27:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the best thing to use are mammoths not for offense but for defense. most ppl rush with them but

---

because they are so slow they are easily worn down. but with their incredible health and partial self healing as well as their awesome weaponry they are the ultimate road block as a base defense. just stick two or three side by side at the sides of the AGT and no flame tank rushes ever get thru. it can even be used to block small tank access roads like on c\_c islands. i was on a team once who i got to do this and we won the game by literally tearing apart 3 or more tank rushes in a row without losing one tank by doing this

---

---

**Subject: Tactics that can save the day. MUST SEE!**  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by MI6:Here are some tactics that can make you a game winner, some of them already have been posted but some of them are really personal.1. The first thing i always say at the beginning of a battle is: "someone mine the AGT/oblisk and the tunnels. You should do it as well most of the time noobs listen to you.Unless you play with total idiots this is normally taken care of without spamming "defend the base"."defend the base"."defend the base"."defend the base". Of course if you have no clue where to place c4 just throw it everywhere. That rumor about a limit of 30 is false!!!!2. When playing in small amounts (4-8 players per team) always tell your team mates: someone always stay here at anytime to repair, Because someone has to be the boss and order all the rest of the morons around! you are all too dumb to play this game LOL3. Try to find a game where the so called "driver gunner" option is disabled so that the second passenger is the gunner in a tank and steals all of the driver/owners points.This always is useful because the driver can focus on driving and running over enemy's and the gunner can focus on the shooting and can turn around so he can shoot behind the tanks as well(sometimes gives you an advantage). This is a very popular tactic and almost as good as not buying vehicles when there are a continuous supply rolling out of the airstrip/weapons factory. Why waste all of your credits. Also a great way to make friends. The people who buy those vehicles don't have the skills to use them anyway. Nobody should try to drive a tank all by their self! too much skill required (almost as hard as tying a shoe)4. This is my golden rule and should never be forgotten:always ever leave your tank in the open so snipers can kill you giving their team the chance to get your tank.Also never use a tank as a APC because of its armor. Because when reached your target your own tanks can be used against you and you won't like it ( especially with a mammoth).Keep this one in the back of your head i lost a lot of battles because ppl made this mistake.Never have a driver keep the APC so that he can make another trip or act as a diversion while people are attacking the building/ APCs are disposable and it is good form just to take one to the enemy base as a peace offering 5 If you receive the gift mentioned in It can give you a big advantage, example:You're on GDI and you see an open NOD APC seems unimportant but get it up anyway and drive it back to the base, inform your team mates first or they will shoot you, Once the buggy is repaired you can then get an engine and go to the enemy's base, the defence will detect you but the players will think it's just a buggy trying to get home. Because nobody has ever tried this one before and who would expect it!This can mean the difference between life and death. HUKT ON FONX WURKT FER ME TEW!!!!6. Your having trouble with those nasty unexpected flame rushes and always losing your AGT because you're not repairing?Here is what to do:Get a hot wire and mine the entrance with 8 mines Not more than refill again and throw your mines all around the AGT so that you'll only have 14 on this one building. Why does everybody tell me we only get 30?I can just keep buying them. Maybe you guys have bad copies of the game!!!!encountering with incoming tanks. when done this you can choose to stay there and keep an eye open or attack the base

like everybuddy els. When you choose to stay i recoment to take a personal i0on cannon as a weapon because it can take down flametanks with easy.7. Defend your Power plant at any cost because without it youl be in deep sh\*t, The cost for everything but the free units and the beacons will be doubled and the base defences are offline. Mine the powerplants entrance and around the powerplant as above with the AGT. remember you get all the c4 yo want, no limit so the fact that we now have 28 c4 on 2 buildings is not a problem.8. Here is a lesson in placing beacons: When placing a beacon always put it on the outside because when ou put it inside it will be found faster and you dont have much hiding places to defend your victory. when placing it outside however you can hide behind a rock and when they start repairing put a bullet in their head, the fuse is only 20 sec so you only have to hold on for 15 second because the defusing will take more then 7 sec with a hotwire/tech. ( this one was so screwed up that I didn't change it) The best way to deploy a beacon is with a stealth soldier or tank (for tank read below)9. When placing a beacon with a stealth tank at your side deploy the beacon and hop back in. when the engi's come to repair just run them over.10. And last but not least the sniper. In some maps there are bunkers to be found and many ppl think thats a good place for a sniper to be. Well it may seem that your in the dark, noone will see you and you have an exelent view over the map. The enemy sniper ALWAYS looks at the bunkers first and the dark wont help you with the night vision on the snipers. You better explore the maps good and find places where a normal sniper would never be, in the wild open if nesecery (hey they might overlook you because they are looking at dark spots). Well thats a few i could think of and i use them a lot you know. As i said before i have a rank of 130,000 thank it to these 10 rules. Have fun with them and please let me know what you think about them. resource[/URL]

---

---

**Subject: Tactics that can save the day. MUST SEE!**  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 12:27:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by MI6:3. Try to find a game where the so called "driver gunner" option is disabled so that the second pesanger is the gunner in a tank. This always is usefull because the driver can focus on driving and running over enemy's and the gunner can focus on the shooting and can turn al around so he can shoot behind the tanks as well (sometimes gives you and advantage).[/URL] This tactic doesn't apply to me. why? Very simple. I play Treadmarks. Its a tank DM game, and you either learn to drive in exactly opposte direction your turret [and therefore camera] is facing. i can litrally drive one dicretction and shoot the other in things like humvees, mammoth tanks, and so forth. EDIT: I remmber buying a mammoth tank, and someone got in. what a prat. he couldn't gun to save his life. and he didn't. both of us got taken down by a stealth tank. it never ocured to kill what was attacking us. then he did this a second time... [ April 14,

---

---

**Subject: Tactics that can save the day. MUST SEE!**  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 12:44:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Or how about THIS??? In Options, under Controls, there is an option to turn on CAMERA WILL FOLLOW VEHICLE TURRET!! TURN THIS ON!!! Now, when you move your tank turret to the left,

the camera will not be stuck in position looking to the front of your tank, but will move according to the barrel! You'll be looking straight down your barrel at ALL times!!Personally I think it is ABSOLUTELY essential to have this option turned ON!When retreating back to base for repairs, you can still shoot at any enemies attacking you. You may even be able to kill them before they kill you.OPTIONS -> CONTROLS -> LOOK/MOUSE -> CHECK BOX FOR 'LOCK VEHICLE CAMERA TO TURRET'HAPPY TANK FRAGGIN!

---

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 13:04:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

About number 4 tatic, all you have to do is if driver isn't gunner hit "Q" and it hands it over to the passenger.

---

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:44:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Uh, M16, those were rather worthless things to say. Refuting now:1) People mine anyway. Duh. It's a given.2)Reparing is a given, too. If you're on a defenceless map, it's a must. Any player with one game's experience and 1/6 of a brain can tell you that.3)Hit V to rotate the turret. It's as simple as that.4)Well, we certainly have got a bright young lad here, don't we? Again, NO S H I T!5)Ugh, too much cluelessness. See #46)Mining is never not done. As soon as a person gets that \$350, someone gets those proxies and mines. (Do you really think we didn't know this already?)7)Anyone who has read the manual can tell you that. 8)Uh, you can find the beacon just by sound. That beeping, just before you lose? That's the beacon.9)How many times has that one been said?10)Actually, the bunker is a good place to be, depending on situation. People see "obvious sniper spot" and don't bother checking. this is voided if you are playing against the really good, or really new to the genre.You really need to go back to first grade, too. Your spelling is horrendous, and I think in your case, it should be a felony to breed.

---

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sun, 14 Apr 2002 21:56:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

u never spelled "because" right the entire post

---

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 00:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*\*\*\* your a loser you know that?I would like to see your tips.ttssss n00b.

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:08:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry im not english + i was verry tired hehe, wont happand again haha.

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:40:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well.. you'd like to think that people always mine... unfortunately I've been in far too many games where an enemy tech just walked right in and C4'd a building. It's probably common sense to anyone in these forums, but I've been in several games where no one placed mines around or they were ignorant of the limit and wiped out their own mines. As for repairing.. seems obvious, but I still find games where everyone rushes off to attack the enemy and just assumes that someone stayed behind to repair the base. As a side note, I don't see where the original poster said anything to deserve the insults. Heck, for english being a second language, I think he did pretty well (assuming "He", since there's no name to go by). At least he was making an attempt to contribute something worthwhile to the forum. quote:Originally posted by SgtZim:[QB]Uh, M16, those were rather worthless things to say. Refuting now:1) People mine anyway. Duh. It's a given.2)Reparing is a given, too. If you're on a defenceless map, it's a must. Any player with one game's experience and 1/6 of a brain can tell you that.6)Mining is never not done. As soon as a person gets that \$350, someone gets those proxies and mines. (Do you really think we didn't know this already?)QB]

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 10:27:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i love you, hahahaha

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 14:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

kubi0461, you are exactly right. People (especially Fronrunner!) obviously have nothing better to do than spend stupid amounts of time picking apart someone's contribution to the Tactics & Strats. Constructive criticism is expected but not that...Victor

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:42:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Your (quote) Golden Ruletm (unquote) is pretty nice, but It just works better to have snipers taking out the enemy snipers trying to kill person getting out of tank. It's just a matter of reaction time between you and the enemy.

---

---

Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:23:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You might not be English, but if I remember correct, the police officers in our country (The Netherlands) are taught English... But still, nice post, you got 5 stars for it from me.

---