Subject: mis information

Posted by Anonymous on Mon, 13 May 2002 06:44:00 GMT

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Hello there,once upon a while in a game where teamplay is possible (yes, those exist it can be a nice idea to spread mis-information among the other team. For example, if you plan a Nod rocketeer tunnel rush on under map, send "All flames head for the tower!" via F2. GDI will laugh at you n00b who gave away the Nod strategy - and prepare to defend a flame rush.Careful: dont repeat this tactic too often as the enemy tends to learn pretty fast.Mfg,ChaosE[ May 13, 2002: Message edited by: ChaosE]

Subject: mis information

Posted by Anonymous on Mon, 13 May 2002 06:47:00 GMT

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Yes, that could work very well, unless they had a sniper(scout)to tell the other team what your really trying to do.

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Posted by Anonymous on Mon, 13 May 2002 06:53:00 GMT

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you'd also have to let your own team know before sending out misinfo otherwise your looking at some \*\*\*\*ed off people on your own team calling you a n00b because they themselves are confused.......

Subject: mis information

Posted by Anonymous on Mon, 13 May 2002 09:19:00 GMT

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quote:Originally posted by JunoReactor:you'd also have to let your own team know before sending out misinfo otherwise your looking at some \*\*\*\*ed off people on your own team calling you a n00b because they themselves are confused.......That wouldn't matter anyways.

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Posted by Anonymous on Tue, 14 May 2002 15:02:00 GMT

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nice tactic but doesnt always work.

Subject: mis information
Posted by Anonymous on Wed, 15 May 2002 17:36:00 GMT
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If the enemy tells their battle plans from F2 I dont listen and I tell me team not to as well.

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Posted by Anonymous on Wed, 15 May 2002 23:09:00 GMT

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Something that's worked for me a few times:Plant a beacon in one of their buildings (weapons factory for example), and say via F2 "Say goodbye to your PP!"More often than not, the engineers go to the PP, giving you a few extra seconds before they find your beacon.