
Subject: Why tactics and strategies?

Posted by [Anonymous](#) on Fri, 26 Jul 2002 09:47:00 GMT

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Why is this the least used forum?

Subject: Why tactics and strategies?

Posted by [Anonymous](#) on Fri, 26 Jul 2002 09:49:00 GMT

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Because it's been so danmed long since WW issued new maps that all the good and most of the lame tactics have already been beaten to death with a boring stick...

Subject: Why tactics and strategies?

Posted by [Anonymous](#) on Fri, 26 Jul 2002 11:35:00 GMT

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Hmmm- dont agree on that --- there are alot of new people - so tactics should be shared.(well - in most of the games i'm in it seems like that - i mean - how many mines can you stack? it only takes about 2-3 to kill -- no need to burn your 30 mine limit on a nice neat stack)"Those who forget the past are doomed to relive it" [July 26, 2002, 11:39: Message edited by: StoneRook]

Subject: Why tactics and strategies?

Posted by [Anonymous](#) on Fri, 26 Jul 2002 14:26:00 GMT

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Stacking should only be done when you only need to mine a few areas, or when half your base is already gone. A stack will kill the first engy entering, but not the three others following from the APC.

Subject: Why tactics and strategies?

Posted by [Anonymous](#) on Sat, 27 Jul 2002 08:58:00 GMT

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Spank what are you talking about?

Subject: Why tactics and strategies?

Posted by [Anonymous](#) on Sat, 27 Jul 2002 11:14:00 GMT

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There are countless strategies to this game. But lots involve TEAMWORK, so they will never be revealed. Mostly solo strats and tank strats are shared. Never anything important
