
Subject: Doing "nothing" tactic
Posted by [Anonymous](#) on Thu, 10 Oct 2002 04:40:00 GMT
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Here's a tactic I have used some times when I am tired of doing the "hard work" myself.. Use a regular or preferably a stealth unit and find a location that gives you a good overview of the map or even inside the enemy base. From there, just stay hidden and tell everyone else on your team what's going on.. "Two APCs leaving GDI base now""3 hotwires incoming left side""Sniper top right, behind rock""2 MRLs firing at airstrip" Can be extremely useful if you can type fast and give out detailed recon info to your team.

Subject: Doing "nothing" tactic
Posted by [Anonymous](#) on Thu, 10 Oct 2002 05:01:00 GMT
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I always give info to my team and be a good player at the same time...

Subject: Doing "nothing" tactic
Posted by [Anonymous](#) on Thu, 10 Oct 2002 05:37:00 GMT
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This works well if you have a 10 person team, but usually every extra man is needed to shoot whatever they can in the oppositions way.

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Yeah Sometimes u can't type fast enough

Subject: Doing "nothing" tactic
Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:38:00 GMT
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yeah good idea but then no points for u

Subject: Doing "nothing" tactic
Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:40:00 GMT
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Well you can spend half the game getting points, then the other half helping the team.

Subject: Doing "nothing" tactic

Posted by [Anonymous](#) on Fri, 11 Oct 2002 13:19:00 GMT

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Hmm.... I think they call that tactic "SCOUTING".

Subject: Doing "nothing" tactic

Posted by [Anonymous](#) on Mon, 14 Oct 2002 19:14:00 GMT

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at first i thought you were talking about n00bs hanging around the base shooting everything.. if you are the enemy, this makes it extremely hard to sneak into the base.

Subject: Doing "nothing" tactic

Posted by [Anonymous](#) on Wed, 16 Oct 2002 07:58:00 GMT

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Something cool I like to do is shoot something like the powerplant a few times. Then, they'll rush to the pp thinking someone's inside. Then, you rush to the building farthest from the pp and plant mines or even a beacon, and you can since everyone's in a frenzy trying to maintain the pp, when really it's not the thing gonna get hurt. Now, you have to have Metal Gear Solid stealth skills, but after you've done some damage to the building farthest from the pp, and they start rushing for that building, coming to get you, rush as fast as you can to the pp. Hit it powerfully, then tell your team to move out into the enemy base. It's great, because everyone's running like their a chicken with their heads cut off, then blam, the reinforcements come. I like to have orcas, if you can, for the reinforcements, instead of tanks or infantry, really. It's even more confusing if you give them an air to ground attack, because they might not notice the orcas, and by all this time you should have blown up the pp and building farthest from it.

Subject: Doing "nothing" tactic

Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:15:00 GMT

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quote:Originally posted by FPSFan21: Something cool I like to do is shoot something like the powerplant a few times. Then, they'll rush to the pp thinking someone's inside. Then, you rush to the building farthest from the pp and plant mines or even a beacon, and you can since everyone's in a frenzy trying to maintain the pp, when really it's not the thing gonna get hurt. Now, you have to have Metal Gear Solid stealth skills, but after you've done some damage to the building farthest from the pp, and they start rushing for that building, coming to get you, rush as fast as you can to the pp. Hit it powerfully, then tell your team to move out into the enemy base. It's great, because everyone's

running like their a chicken with their heads cut off,then blam,the reinforcements come.I like to have orcas,if you can,for the reinforcements,instead of tanks or infantry,really.It's even more confusing if you give them an air to ground attack,because they might not notice the orcas,and by all this time you should have blown up the pp and building farthest from it.Hmm.... I think they call that tactic a "DISTRACTION".

Subject: Doing "nothing" tactic
Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:20:00 GMT
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you're gonna have ammo trouble actually killing those buildings
