Subject: Harvester = your friend
Posted by SencneS on Sat, 22 Mar 2003 02:42:47 GMT
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Quote:Which is better for the team ? 150points from harvey kill or power offline ? You be the judge.

Depends on the player. For a start and I think a most people forget this. Whatever plan you think of whatever idea or tactic you have. It only takes a slight view of the enemy to screw your plans.

If I was in a Med Tank and I saw a patch or a mobious following the harvey on City and we where only 200-400 points ahead and there was 5 minutes left in the game.. I would wait till the harvy was in clear view of the OB and kill the harvy. In turn killing the Mobious and Ion. Why? think about this before you do anything by yourself. Because this is a Rambo tactic.

Do you think they are just going to let you place that Beacon? Do you think they are just going to let you run around their base killing people or stand idly by and watch the pretty light show as the ION kills their power plant?

One thing that bugs the piss out of me is... Lets say side is NOD map is Island. There is less then 10 minutes left in the game. GDI has lost Weapons and Ref to Nukes. But they are up 4000 points because they have managed to disarm 10-20 nukes. Someone says "Buy an APC and I'll get a nuke and you guard with the APC" or even worse they buy the APC and NUKE and try to deploy it by themselves.

For a start we should have all experianced this at one point. No thought went into the idea to begin with. And yet when you say NO THAT WILL NOT WORK. The n00b gets the idea yeah it will I'll make it work. GDI are not going to let that nuke go off you need a HUGE force to cover.. 7 Flames tanks with 14 people and 14 nukes. Thats about what it takes.

Just remember, any plan you can think of. Think of what could go wrong then think about how you could prevent the wrong thing happening. And even the best laid plans are full of holes.

I said in another post I consider myself a Rambo more then a group player. But I have tactics that are totally off the wall. Unheard of let alone unthinkable. Just to give you an idea.. Next time your in a clan game lets say a 3v3.. Really simple. Lets say Wall, GDI. Buy a hotwire and mammy screw your team mates.. Buy a mammy, drive it all the way into NOD's base. Assumeing the thing lives... Jump your ass out abandoning the Mammy.
Run into the Hand and c4 it... Ok Sounds crazy doesn't it. What do you think NOD will do?

Will they grab the mammy or will they leave it un guarded and follow you. Even on a 3v3 team. 1 person says in Mammy the other 2 follow you. You got an AWSOME chance to kill the Hand. Because it's really only a 2v1 and assumeing the rest of your team is no where to be found. If one comes alone it's 2v2 even better.

Just so you know, almost every time I used that in a clan game it worked like a charm. The guy was too scared to get out of the mammy in fear I would jump back in. And he had to CALL his

team mates to defend the hand. Buy then the hand was gone.

That's a plan with two things.. 1) You killed the hand and everything went exactly the way you expected. If they didn't jump into the mammy you jump in after throwing your c4 on the MCP. Start hitting on it. (Back up plan see what I mean) 2) If you Manage to kill the hand or whatever building and you die now they have mammy... Thats ok it's 500 points for your team when you kill it.

SencneS