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Subject: Tactics 101

Posted by [Anlesauk](#) on Mon, 03 Mar 2003 20:49:27 GMT

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Well, I had the weekend to play about 14 games and I have noticed a few things that work well for me. Here are a few:

#1 Teamwork is the bomb! If you can get people to agree to work together, then your team will win 9 times out of 10. All it takes is a good tank/engie combo, with a backup anti-tank infantry unit to hold a field spot. 2 SBHs with C4 to blow a building, 1 nuke in an open spot with Arty/MRLS support to say bye bye to a building. 1 APC/Engie rush from one direction, while a decoy tank enters from the opposite direction first to distract the AGT/Ob. And the possibilities are endless.

#2 I usually start out almost all games as a Tech/Hottie ASAP. I like to mine the door to buildings right off the bat, because inevitably there will be some sort of engie/infantry rush in the first few minutes of the game (especially if the map has no base defenses) and mines are a great way to block this. I can also help defend a building against the Rocket infantry or B2B campers while my team builds up its strength.

#3 Once I know the base is secure and my team has the upper hand I usually buy a Med Tank or Arty and sit in the base for defense. This is about the time of the 2nd rush including APCs and other, more powerful stuff (AKA stank and Flame rushes). A Med tank is great for base defense in these situations, while an Arty is wonderful about wacking the APC and then one shot and splash damage will take out a tight group of infantry that goes running for the building. If I happen to miss anyone, then my previously placed mines get the rest. Arties and MRLSs are good on symmetrical maps to help defend from the corner hiding campers. I tell you, snipers are good for this too.

#4 After the first couple of tank rushes and attempts to camp by the other team are over, they start to go rambo cause they can't seem to do what they want. Psychologically, they are thinking that they can do it on their own. Well at this point I take my little Med Tank or Arty and go for the Harvy. I love to keep blowing it up, keeping them from getting credits, and squishing the SBHs that sit around waiting for me to get out. I just drive all over and fire my gun constantly to see them. I can't tell you the number of times, just moving I'll squish an SBH as they go to place C4 on my tank. I do lose a tank here and there from this because I can't see them all, but I rarely give them up to the enemy.

#5 Once our team has a chance to take out the AGT/Ob or Baracks/Hand it is time to move in for the kill. I'll sit off in the distance and aim my gun at the front door of a building. This works to get infantry coming out trying to come after me.

#6 On the other side, if we are losing then I will be a tech/hottie and repair the tanks in the field or buildings. If I start out with a tank and it gets killed, I'll stay in the field till I get killed and help repair. Too often I'll see people in tanks who get destroyed turn and run to get another and not help repair, even though they are an engie type. Dang folks, if your team has the other team pinned, and your tank gets destroyed, then stay and repair. After a time you will have your chance to get another tank. Somewhere along the line, you'll get sniped or something, then you

can buy a tank and come back out to the fray.

I hate B2Bers. I only camp when the situation warants it. It gives me a chance to get some other action in. And I don't have to be the same thing over and over. Each game is different, and that is what make this game so appealing.

Bottom line, I use these tactics and I get some pretty good ladder points when we win. When we lose, I don't lose too many ladder points. And you don't usually see me camping just for a ton of points. I think a way to tell if a person is a point whore camper is to see the number of points they score in a game, and then see the number of kills and deaths that they have. If the points are high and the K/D are low then they probably are a point whore. Now if the points are good but not too high and the K/D are good to high, then they are propbably an agressive player and a good one at that. Sniper are a whole different ball game. I admire them and hate them all the same. I suck as a sniper! Hope this helps!

That's my tactics 2 cents...

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Subject: Tactics 101

Posted by [Vegita246](#) on Mon, 03 Mar 2003 21:38:35 GMT

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Nice strategies Anlesauk. I have a little strategy for City\_Flying on small games when on GDI, At the start destroy enemy harvy while defending your own (i always do this coz sometimes it means win or loose). When you respawn at base one person buys a hummer and a hottie, the other just gets a hottie (might have to wait a few mins for the creds). Then you go to Nod base in the hummer to back of hand, if its mined go up the ref side ramp an through the window, now if your lucky you havnt been spotted. Now one hottie stays in the hand to blow it up and the other runs out of the front to the obelisk to destroy that. Thats Nods two most important buildings (IMHO) gone.

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Subject: Tactics 101

Posted by [cheeta30](#) on Tue, 04 Mar 2003 14:51:25 GMT

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nice strategie, the best key to win a match is teamwork, especially when you all buy a tank and attack all together.

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Subject: Tactics 101

Posted by [kawolsky](#) on Mon, 31 Mar 2003 20:40:48 GMT

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What is the point of writing allllllll that when you could just say FLAME RUSH!!!!!!!!!!!!!!!!!!!!!!

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Subject: Tactics 101

Posted by [John Shaft Jr.](#) on Tue, 01 Apr 2003 02:36:04 GMT

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kawolskyWhat is the point of writing allllllll that when you could just say FLAME RUSH!!!!!!!!!!!!!!!!!!!!!!

Cause Good teamwork can stop a Flame rush easily. Remember, no matter which side you are on whether its the powerful GDI or stealthy quick attacking Nod, the team with the BEST teamwork and BEST tactics will always win.

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Subject: Tactics 101

Posted by [HTDana](#) on Wed, 02 Apr 2003 22:32:59 GMT

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Another basic tip: when the game starts, ask what everyone wants to do before rushing off. It's not hard to type "Attack the harv?" or "Mine the base?" to see what others are prepared to do. Having most of your team go AWOL is not a cool way to start the round.

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Subject: Tactics 101

Posted by [Predator](#) on Thu, 10 Apr 2003 00:11:17 GMT

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ummm another "tactc" for "C&C\_Field" during an APC rush would be to grab ANY vehci and black their route INTO a BUILDING so that the AGT/OB will hammer away whilst you keep em back and after destruction simply drive away and AGT/OB takes care of the rest :twisted:

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Subject: Tactics 101

Posted by [Imdgr8one](#) on Thu, 10 Apr 2003 01:21:26 GMT

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This is the main tactic for Under and Field.  
Get the neutral field, get the game.

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Subject: Tactics 101

Posted by [kawolsky](#) on Thu, 10 Apr 2003 21:50:53 GMT

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John Shaft Jr.kawolskyWhat is the point of writing allllllll that when you could just say FLAME RUSH!!!!!!!!!!!!!!!!!!!!!!

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teamwork and BEST tactics will always win.

smart ass

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Subject: Tactics 101

Posted by [John Shaft Jr.](#) on Tue, 15 Apr 2003 00:36:21 GMT

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kawolskyJohn Shaft Jr.kawolskyWhat is the point of writing alllllllll that when you could just say FLAME RUSH!!!!!!!!!!!!!!!!!!!!!!

Cause Good teamwork can stop a Flame rush easily. Remember, no matter which side you are on whether its the powerful GDI or stealthy quick attacking Nod, the team with the BEST teamwork and BEST tactics will always win.

smart ass

Damn straight.

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