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Subject: New strategy you may not know about.

Posted by [Anonymous](#) on Thu, 02 Jan 2003 09:11:00 GMT

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quote:Originally posted by JTBob:ummm new? I've kind of known about this for a while, it's only useful in the very begging of a game. On a map like volcano you can wait for the enemy to rush and then blow them apart. Not that useful though, I prefer to just shoot them. Apparently you have a problem with comprehension. If you READ the topic title it says, "New strategy YOU MAY NOT know about." I didn't say it was something no one knows about. It's just a tip I thought I'd share with folks who may not know about it. For example, if an enemy is in the tunnel and they see a bunch of remotes and then see your engineer at the end of tunnel, they will be less likely to rush through. But if they see a regular soldier and the remotes and no engineers they may make a run for you, at which time you detonate the C4 and blast them. And this works very well at chokepoints or where snipers like to congregate. If you choose to use it, fine. If you don't, that's fine with me too.

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