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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.

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