
Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 06:55:00 GMT
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quote:Originally posted by generalfox:I was reading about a post on the general forum when I thought up a tactic for nod to get people from the tunnel to the PP in under. Have like APC's and maybe buggies distract the AGT while you get like techs and maybe stealth back hand to get behind the PP and destroy it. Dunno if it's been mentioned before, but distraction is good tactic on several maps, including hourglass since most people see 1 tank and for some reason they ALL have to go after it. (well, not all the time) Also, try not to have everyone go after 1 tank, just get enough that will be able to kill it without any problems. The AGT will fire at near everything. Might work against Nod though.
