Subject: How to LOSE on wall_flying map... :p
Posted by Anonymous on Fri, 19 Apr 2002 07:35:00 GMT
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quote:Originally posted by Halbrad:Situation. Any map in the middle ground.1 havoc/sakura, raveshaw/sydney(pic) or Mobious/Mendoza vrs hotwire/tech or engi the 1000 dollar character is shooting away at the 350/0 character at the waist or chest or legs (or my fav crotch) and the engi has his pistol out. 3 headshots and boom down goes 1000 character out comes the worst curse words in the book and claims of CHEATER! ASSHOLE! HE SHOULD BE BANNED! Uh guys all it takes is 2 or 3 headshots to down any infantry target, why dont you guys get this.Well, any one of those first 3 should be able to take out an engineer(regardly of where they hit em) before he's close enough to get in any exact head shots. Hotwire/tech can probably take one shot without being killed, but stil.. I also think it takes more than 3 head shots to kill some of those units, unless you're at point blank range. I always try for head shots unless I'm using a rocket launching troop. It's too easy to miss someone, so I usually aim at their feet if I have to fight infantry.