Subject: Real-life tactics no one seems to use. Posted by Anonymous on Tue, 09 Apr 2002 20:39:00 GMT

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Supressive fire: MLRSes and Artillery are forms of "indirect fire." As is customary with indirect fire, you don't always have to have a target to let loose. Take a map like Field. If you were to field three MLRS OR three artillery, and just pound away at the section of the entrance of the enemy base, you'd be hard pressed to find the rare player willing to deal with that many high explosives going off - ESPECIALLY on foot. This strategy works perfectly for APC and medium tank rushes, as it keeps the enemy back in the base and for the most part not shooting you en route.----RECONNOITERING. Why do I have to be consistently frigging SURPRISED when four flamers come into our base? If you just got sniped in the field and saw four flamers come out of the NOD base, I THINK THAT'S INFORMATION PEOPLE COULD PUT TO GOOD USE.----WIMPS HAVE NO PLACE IN BATTLE. Earlier tonight, I was on field and saw FOUR MAMMOTHS, a FIERCE force to be reckoned with, STAYING STILL at the base entrance shooting all the way across the map to artillery which was killing them SOUNDLY. GDI must have gone through 25 mammoths. It was SICKENING.LESSON NUMBER ONE - GO INTO SKIRMISH AND PRACTICE SHOOTING WHILE MOVING AGAINST A TREE OR SOMETHING. MOST MODERN TANK DRIVERS DO *NOT* STAY STILL WHEN FIRING. STAYING STILL MAKES YOU A PERFECT TARGET FOR ANTI-TANK FORCES.LESSON NUMBER TWO - USE COVER. EVEN A TREE CAN SAVE YOU ONE OR TWO HITS. IN FIELD, USING THE FARMHOUSE FOR INTERFERENCE CAN SAVE YOUR LIFE.LESSON NUMBER THREE - IF YOU'RE A F***ING IDIOT OR LAGGED BECAUSE YOUR GRANDMA'S EMACHINES WITH A 33.6 MODEM CAN'T CUT IT, DON'T BUY AN APC!----In the Army, tanks do not go out alone when there is an equal or overwhelming force nearby. That's why you rarely ever see a picture of ONE Abrams M1A2 in the field. Two barrels and two minds are better than one prick getting his jollies off with a 120mm cannon.----Specialized units are just that, specialized. MEANING NOT MANY. On a team of 12, you DON'T need three snipers and FOUR stealth suits.----I'm >< close to giving up public server Renegade and going strictly to clan-based where people with two frigging brain cells to rub together actually KNOW these things.