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Subject: The pull back strategy

Posted by [Anonymous](#) on Sat, 06 Apr 2002 06:14:00 GMT

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I find that if there's at least 1 other vehicle with you, you can hang back a few seconds and when he (inevitably) retreats I move forward and take over. This works well in a few ways, but needs "aware" players in the absence of defined strategy. Usually the opponent will press his advantage, and I can get in a good few shots before he spots/targets/manoeuvres to get me. If you're lucky, your team mate will have got his attention, and you can sort of leap-frog. Not often it happens, but sweet when it does. Only tonight 3 of us (2 mob artillery and a tech) managed to deal with some khaki menace. Oh yeah, I also always retreat backwards coz I find it easier seeing the shots coming.

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