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Subject: That Dang Volcano Engie rush

Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:45:00 GMT

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Forgot to mention that these tactics put your opponents on the defensive real quick, which is a nice thing to accomplish. It means you don't have to focus on your base as much. In reverse, however, if you are getting pounded, and I mean pounded, I say, take the \*\*\*\* offensive. Usually the "pounders" are having so much fun trouncing all over the "poundees" that they've left their base undefended, and don't notice when that lone hotwire comes walking in through the front door to blow up their buildings. Quick Tip: If you're a hotwire/tech, and you walk into a building with folks in it, plant your c4 FIRST, and see if anyone notices (don't jump around like a madman, just walk up calmly and do it, how many people on your team would come into a building jumping around and strafing like a madman)...if they don't seem to notice, walk up to a p/t and just sort of hang around pretending to be buying something, definitely don't start shooting (I've had some noob moments early on of walking in guns blazing, and having my partner in the rush cuss me out for ruining the surprise...learned that lesson harshly)!!!! You'd be surprised how many people don't even notice you...they think you're on their team. I have this happen SOOOO often it's funny. (Boy, do they feel stupid when the building blows up around them!!) Usually, if they've just respawned, and there is no shooting or explosions happening in the building, they are too preoccupied getting their next character/vehical and running out there for some payback. Don't panic, and start shooting them. Make sure they've noticed you first. On the flip side, always, ALWAYS, check the building you've just spawned into and make sure it's clear....unless your playing on the opposite team from me, then keep the tunnel vision please!)

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