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Subject: 30 to 1- How to do it in a tank.

Posted by [modemmack](#) on Thu, 10 Feb 2005 18:00:27 GMT

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I've been playing this game for a few years, and I have refined tactics that make you almost completely insulated from dying. Using these tactics allow you to maybe die once every 4 or 5 games. Somedays you can avoid dying all together.

Some people hate these tactics for some reason, but as long as you don't cause your team to lose through selfish use of these tactics. (examples: Not falling back to defend against rush, not backing up to let damaged players escape or not transporting damaged players back to base.)

1# Exploit oppenent weakness to your strengths.

Knowing the strength of your tank verses opponent tanks is vital to winning almost every confrontation. Easy concept that some don't understand. If the tank has range, keep opponents at the max range of that weapon. If a tank has speed use lateral movement and seemingly random movement.

2# Know when to leave and exploit offensive eagerness.

When you strike the enemy base they will eventually come at you if they can. depending on the opponents situation you can try to guage how long it will take for them to come at you. When the time is up leave. Don't give them points from your death. Leaving before they get to you also allows for you score more points. it's much easier to hit somebody following you than it is for the the opponent chasing you, if you can get out of your opponents effective shooting range. When you round corners shoot in the empty space at the at the edge of the corner. eager opponents run into your shots as they come around the corner.

3# Avoid skilled players till they are weakened.

Some players are as skilled or better than you. If you go up against those players (i.e. like me) you will probably get smacked down. 2 on 1 and 6 on 1s are ideal. When most players are critically wounded tend to lose all side to side (lateral) movement. rush the damaged target to cut off escape routes and cause them to back peddle. Game Over. Also never get so focused on taking out 1 dude you leave yourself open.

4# Dying 6 times to win once? I don't think so.

Rushers and kamakaze players are important to the game, but you don't have to be that guy. I encourage rushers, but rarely go in. I find that if you follow behind a rush you can hit defender who are focusing on the rushers. You also have and extended amount of time to hit there buildings.

I personally only rush when the window is wide open.

5# Use the environment for cover.

It may seem obvious, but many people have no idea how to cover there tanks from fire. Use the

pee a boo technique with the MRLS to compensate for long reload times. develop a steady back and forth pattern that only leave you exposed long enough to fire off your rockets then back up. you can do this with the atry too, but the timing is much harder becuae of fast reload times. Most tanks in the game have a stubby side and a long side. Alway drive with the stubby side exposed. That means go to Controls- Mouse menu and set turret to mouse view. Use cover with the stubby side exposed means taking 1 shot to your tank instead of 2 or 3.

Hope that helps, but not too much. I left out alot that continues to give me the edge.

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