
Subject: Re: How to win.

Posted by [John Shaft Jr.](#) on Tue, 15 Apr 2003 03:04:25 GMT

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[sgthe0ne]Defense defense defense.
Support support support.

(this doesnt apply to small games)

Support your tanks, heavy infi & harvey with engie/tech.
Defend your base so you don't get boxed in.

Engie support makes ALL the difference. There is nothing more lame than having your teams tank getting destroyed while they fire from within/right next to the base. If you can't be safe & repaired RIGHT AT YOUR FRONT DOOR then the game is over, just leave. Tanks camping @ front door on defense should get as many engies as needed to repel the enemy.

The last few games I've played I taken up the support position more of the time & I'm getting good results.

1. Rep harvey & buildings
2. Visit field & rep anything there that needs it / c4 their harvey.
3. Go on offensive.
4. Die
5. See step 1

End result : you win.

Engie support & team work owns your commando tactics

Ummmmmm.... that tactic is good but only for certain maps. For maps like C&C_Hourglass, C&C_Field, and C&C_Under, that tactic is very good cause those maps require a big push into the enemies base to take out a building. Its like you said, first you set up and get the enemy pinned down in thier base. Once you have that then you keep pounding their base while this is happening you get Engineer or Hotwire/tech support. I prefer to get a Hotwire and run out onto the field and heal the tanks. Now once you have the enemy pinned down you have two choices. Rush and try to take out a building or leave the enemy pinned in and try to win with points.

But on other maps, like C&C_Volcano, C&C_Walls_Flying, C&C_Complex, C&C_Islands, C&C_Canyon and C&C_City_Flying that tactic is not required. I mean its always good to have tanks on the field on those maps, but you have to admit commando tactics come in handy on those maps. Don't get me wrong, I like playing as a team. hell on those maps i do not rush until i see someone esle rushing and I go with them to blow up a building. But commando tactics can win a game for you on those maps.

I myself would never do a commando tactic UNLESS it comes down to where me and my team is losing real badly and we need to do something to win the game.

The point of this what I'm trying to make is commando tactics are also good to do. They are not the best but they can win you a game.

The reason why I say that is because it sounds like you're saying commando tactics suck and not to use them. I know you didn't mean it that way, just saying.
