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Subject: Re: Any advice for a noob

Posted by [\\_SSnipe\\_](#) on Thu, 29 Jan 2009 05:30:24 GMT

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Nukelt15 wrote on Wed, 28 January 2009 20:33 Another quick list of things other folks forgot...

- If you don't have enough money for what you want to buy, do not just stand at the terminal and wait for the cash. Pick a free infantry class and go be helpful.

- Try to save up money so that you can afford to replace whatever class/vehicle you're using at least once. Death can come unexpectedly, especially as infantry. If you stick primarily with midrange (\$400-\$600) infantry, \$500 is a good reserve.

- If you have obscene amounts of money, donate it to the players who need it most. If you see someone join the game and you have upwards of \$2k, give them \$500 to get them started. Donations can be made by typing "!donate name amount" without the quotes into team chat.

- While we're on donations, if your team is planning an early rush, chip in even if you're not going along. \$50-100 won't set you back too far, but if several players donate it makes a big difference and can give your team an early advantage.

- When in a vehicle, pay attention to where your teammates are. If you shove your infantry into the Tiberium field or out from behind their cover, they will not be happy with you.

- Discretion is always the better part of valor. Even if you're close to making a kill, your efforts will be wasted if you die attempting to finish it. This is especially true when driving a vehicle; the enemy gets a lot of points for killing your ride. A good rule of thumb is to pull back and repair or heal when you're around half health; that ensures that you can take a few more hits and still get home alive.

- Never plant a beacon unless you can cover it until it goes off. Beacons are worth several hundred points to disarm, which is often enough to put the other team in the lead. The same holds true of C4, to an extent, although timed C4 is much less noticeable than an armed beacon.

- For that matter, don't buy beacons at all unless you think you have a good shot at using them successfully. If you buy one on the off-chance that you might make it to the enemy base and use it, then die, you've just wasted \$1k for absolutely nothing.

- If you want to drive a vehicle, choose either the free or advanced engineer class. That way, you can repair your own vehicle (though you should never do it in the field or any undefended area), and as an added bonus you can stick around and repair your teammates' vehicles if yours is destroyed. There are situational exceptions to this, but you'll pick up on those with more experience.

Good nice tips

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