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Subject: Re: Clanwar tips - Videos

Posted by [BLÃ»Îµl4Î²ÃªL](#)

on Mon, 26 Oct 2009 09:14:11 GMT

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Yeah, good call, i'll get rid of it right now.

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Some other good tips, written by MUDKIPS:

This is some stuff I wrote down a while back, it's originally meant for larger matches (say, 7-7 or 12-12) but the same ideas apply. The main difference is that in clanwars, there is more emphasis on controlling the enemy team as a whole (mainly by entering their base) rather than controlling the field and exercising pressure from there. Usually in a 2v2 or a 3v3 when you have the chance to get into the enemy base with your tank, and keep them busy while you are in control, take it.

The very prime element of tanking is that you are in the field more than your enemy is. If your team has more stuff in the field than the enemy has it obviously means you have a better chance of taking/keeping it. So how do you stay in the field longer with your tank? It's not purely by having "skillz", although they do help, it's more importantly about teamwork and working together with other tanks.

\* Helping your tech

Let's say you're a technician in an arty, and you've got another techie with you repairing you. After a few mrls bombardments your tech is down to 23 health, what do you do? You get out of your arty, let the damaged tech drive, and you start repping instead. That way, the situation stays the same (arty+tech) but now instead of a low-health tech, you now have a full-health one. If you manage to get some breathing room (and I really mean breathing room where the field is practically secure) let the original tech get out, rep him up, and then the original driver starts driving again, and you move on.

\* Shielding

Again, I'm going to work by example here. Let's say you are two med tanks on Field, in front of the Nod gate. One of the med tanks gets spiked and is almost going to die, what do you do? The damaged med tank moves back, and you (the undamaged one) move in front of him so the arties can't finish him off, you take hits for him (or her hehe). You create an opportunity for the damaged med to get repaired and move back into position (you will return to your own after this is achieved). Only do this when your own tank is in proper shape, it's not a move of sacrifice, it's a move of protection, if your teammate's tank is going to die anyway, don't make this move or you're going to take unnecessary damage.

(red is the damaged tank obviously and green is the tib field lol. Black is arties/lights firing)

\* Positioning/Rushing/Etc.

For each map the same rule applies: Control is everything. This means that taking the field is no simple matter of rushing and pounding. You have to take control by outmaneuvering and

outnumbering the enemy, by coordinating attacks and by working together. Let's say that once again you are GDI on Field, and have 3 meds and 1 mrls in the field. Nod has 3 arties and one light out there. There is some heavy fighting, but after a long struggle you manage to eradicate the nods and you move up to their entrance quickly when suddenly, BOOM. Four arties rush out, every time targeting the same tank, they take out all 3 meds and the MRLS. Then they just sit in the back of the field shelling everything while lights move up more and more, and after that the arties as well. By making a rash move, by not controlling but trying to take advantage of "an opportunity" you have grandly lost the field. If instead, you held positions, kept shelling Nod's entrance instead, and gave your team room to bring out more meds into the field, they couldn't have rushed out. If you're in the back of the field and they rush out they're far too vulnerable, so they need to stay at their entrance. You can use this time to get more stuff out in the field, and control them more. Don't be too rash, or you're going to get your tank killed.

#### \* Dodging/Aiming

There are certain techniques with a tank that allow you to evade a lot of fire, which obviously allows you to stay in the field longer. A very useful dodge technique is to start-and-stop. You make it seem as if you go in one direction, and as soon as the enemy takes a shot, you stop, making the shell land in front of your tank. The counter to this move obviously is to aim at the middle of the enemy tank doing the start-and-stop move, because this dodge technique hinges on small movements evading shots aimed at the edges of their tanks, and the enemy won't have time to dodge a shot aimed at the middle of their tank.

There are also certain players who tend to "wallhug" a lot with their tanks. They're around a corner, they pop out for one second to take a shot then quickly move back behind the corner. You can easily counter this by constantly shelling the same spot. In most cases the wallhugging enemy will have some repairs and you won't, so make sure you are around a corner yourself (or behind a hill) too so you can repair yourself when need be, if you're out in the field you're very vulnerable to this move.

#### \* Specific Tanking

First of all. Med>Arty. Anyday. The med tank is far faster, far less vulnerable and far less dependant on a tech. When you are a med tank against an arty, and the arty has no tech, charge it. Get close, drive it back and tear it apart. When it is a teched arty, hold it and keep trying to splash the tech, it's not that very hard (as opposed to the variable splash of the arty, the med splash is constant, thus, if you just aim for the right spot, you will constantly splash the tech. Trust me, the med splash is BIG.). If it's a wise arty driver he'll hold back because his tech is in danger (if he's even wiser though he'll do the switch with his tech as described before), it's all about buying time. When a second med arrives (or an apc, works too, this is only the case in the early phases of matches when apcs are still around!) charge at the arty and once more tear it apart, forget about the tech, both meds just have to shoot the arty.

So, what do you do then if you're an arty and you are confronted with a med? The best way, if you have no tech and there is one med charging at you, is to "wallhug" (as described before). You take a shot, and now you start USING the arty's vulnerability: You take a shot, move behind the wall, get out really quick, repair, and then you take another shot at the med, move back behind the wall, etc. That way, once the med is around your corner, you will have full health yourself, and the med will be damaged enough for you to take it out without any trouble. The very same technique applies when you're a teched arty and 2 meds charge at you. Whenever you get shot, move back, let your tech repair the damage. When the 2 meds arrive around your corner take one down quickly, and by the time it is down, it's a teched arty against a med, and it shouldn't be that hard to

take it down. Be very careful with this one down, because if you do not take that one med down early enough, your arty is obviously going to die. If you know how to do this properly, do it, if you don't, fall back and try to hold, waiting for additional arties/lights, try to buy some time. So, as you can conclude from this, be mindful when charging an arty with a med. If it's in the open field, go for it. If the arty is behind a corner do a semi-charge to see if he's going to be repairing behind the corner, if he doesn't, go for it, if he does, stay back. You have to be very sensible, be too rash and you're going to lose the field.

Now, light tanks. Light tanks and meds at a distance are even in strength. Light tanks as quick and can turn easily, so they can evade med shots without much trouble, the ones that do hit however do significant damage. Med tanks are slower, but can take more of a beating, but at a large distance, the light tank will get off more shots on the med than the med on the light. It's up close that the med is far stronger than a light tank, so if you if you are a med tank, try to get close (Once again, don't be too rash or you're going to waste your med. Always choose holding your bit of the field over sacrificing your med to take out a dying light tank). If you are a light tank, try to keep your distance. Light tanks are really very powerful against meds in groups. Three light tanks who keep hitting the same med, while three meds barely hit the lights means the lights are going to push up fast, if the meds are any bit concerned with survival anyway. Light tanks are for this very reason excellent for taking the field on Field, because they can harrass the meds so much that they can't push up too much, giving your arties enough room to pound the whole field. (As seen in that jelly cs cw.cc video, two arties initaly hold the field while the lights easily take it. The arties give the lights room, the lights give the arties room). On City, getting your lights out into the field early means that the meds have to take the lights out first before being able to take the field, and lights can pull back and repair quickly, in order to start fighting again quickly. The earlier Nod has their lights out on City, the easier it's going to be for them. On City\_Flying, don't forget about the apache/sakura though!

#### \* Switching tanks

Another useful trick is switching tanks with teammates. For instance, you have two lights, one with an engie in it, one with a tech in it. Logically, the tech can keep his light repped up more easily than the engie. So, whenever the engie's light is on low health, and the tech's light is on high health, you switch lights. The tech can get his light repped up easily enough, and the engie can get out there again. When once more the engie's light is low on health and the tech's light is quite repped up, you switch again. This way, both tanks are way more effective and stay in the field far longer.

#### \* Blocking the enemy

Blocking will ALWAYS give you the edge, if you block an enemy tank that is. Why? Because it is your choice to block the enemy, which means you are accomplishing your goal, you are in control, he is not. If you coordinate properly on ts, blocking the enemy with your tank can mean the difference between keeping and losing the field. Blocking the enemy means he can dodge less, also means that you will take shots that are meant for your teammates. This basically makes the blockee a sitting duck for focused fire from your team. Try to pin an enemy tank to a wall, or get up behind them, blocking them from retreating to their base. Do blocking in COORDINATION with your team. If you block properly, and in coordination with your team, you are in control, always, and that is what tanking is about.

Blocking is exceptionally useful when the enemy is trying to break out. All the enemy wants is to get outside into the field. By blocking them you deny them 2 things: moving out into the field & dodging. All they want is to move out, blocking them either gets them raped, or forces them to fall

back. Also a funny trick is to slam your tank into the utmost edge of the enemy tank, causing them to spin up to 90 degrees, throwing off their aim and direction completely.

If you are going to block, let your team know, don't go do it out of your own accord otherwise your teammates won't be able to take advantage of the situation. Block enemy tanks that are open to blocking, that are vulnerable, enemy tanks that move out too far, don't try to pull a rash move, pick your targets carefully.

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