
Subject: Re: 2 v 1 Strategy

Posted by [Starbuzz](#) on Wed, 29 Sep 2010 02:17:58 GMT

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I haven't played any proper 2v1 but had quite a lot of games on servers late at night where 2 guys are on the other side. Of course, these are random public players (myself included) and skill level varies. I may have won only a few times.

On maps like Islands, Canyon and Volcano you can really (depending on skill level of the 2 opponenets) pull off a victory. But you have to be very aggressive an creative...for example, with you C4. If you are outside a building with a med/artyl/flamer and the building is about to die, rush in and throw C4 for the kill and move on to the next building. imo, this works good only on PP/Ref/Strip due to how close the MCT is reachable by the door.

You just have to be very fast because of the time; you got 2 guys working against you and you will be losing buildings very quickly. Sometimes it is heart-wrenchingly close and losing hurts a lot.

My favorite "2v1" was once on Volcano. I lost but it was a badass fight and I totally enjoyed it lol. Those 2 were about to kill Nod PP with 2 Meds and my flamer was about to finish off GDI ref. There was about this much red left in the GDI ref:

but 1 of them had a C4 and they rushed inside my PP and won.

I enjoyed it a lot eventhough I lost. I could feel my blood going thru my skin and my heart beating like a drum lol! It was some very very intense shit!

but meh, I suk

File Attachments

1) [RefRed.png](#), downloaded 683 times
