Subject: Tips for a covert Mission (multiplayer)
Posted by Anonymous on Fri, 01 Mar 2002 10:21:00 GMT

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1. When on a covert Mission don't draw fire2. If some one is firing at you, KILL them unless they are a tank.3. Do not fire at the outside of a building unless you are in a tank.4. Don't draw attention5. keep a low profile.6. Don't Let n00bs help you on your covert Missionthe Reason i'm posting this is because i have had an encounter with the most retarded n00b in the game during the demo. Before i knew that he had a mental problem he wanted to help me on my mission. I accept his offer and go as hot wire to the emeny tunnle, while he goes as patch, so we're almost there and no one's fired at us, when he deiceds to break the scilence and fire at all the nods around us, and of corse draw fire and get me killed. I call him an idiot and tell him not to and he says "it's better than getting stabbed in the back". so I go again but he follows again but this time he dosn't draw fire, but instead runs stright into the mined tunnle, thus altering all emeny around and getting me and him killed again. So i tell him not to come, but he insits on going again, luckly the tunnle isn't remined so we sneak in with no trouble and when we get to the 2nd tunnle opening(by the powerplant) he starts firing at it, and gets us killed again... after that he says "Lets mamoth tank rush the oblisk instead of taking down the powerplant", we disagree and finily, and thankfully he goes his own way, while i make my way back to nod's powerplant and manage to get inside and blow it up. Moral: Make sure if you take a partner on a Covert mission that he's not brainless or a n00b.

Subject: Tips for a covert Mission (multiplayer)
Posted by Anonymous on Fri, 01 Mar 2002 10:26:00 GMT

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at least he tried... better than the hordes of people who dont care if you win or lose and just want to sit outside with their pea shooter...

Subject: Tips for a covert Mission (multiplayer)
Posted by Anonymous on Sat, 02 Mar 2002 00:29:00 GMT

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sorry bought your experience... ubt hopefully itll teach them in later games... anyways... the tunnel experiences ive had were when i was the hw and they were either a solider or mobius or something... and i usually brought 2 with me... so we'd go to the tunnels not drawing any fire but we have to take out anyone in the tunnels right?... well... we take the first 2 guys out... then about 3 more come in... im stuck healing at the entrance while my buddies are killing... so after 30 seconds of this i heal as we go down the now emptied tunnel... we begin leaving... i have a sydney and mobius with me just to say... so we goto the side of the hand o nod... and i tell them to wait there and kill anyone entering the power plant... so i goto the pp and blow it up... while waitign for the c4 i notice seeing various kills by the 2 people i was with... after the pp is blown i exit and to my surprise they are still standing there... so we spend the rest of the time destroying the hand o nod... syndey and mobius planted their c4s and we began protecting the spot... after the blast went off... the sydney began firing at the mct... and me and the mobius began killing

anyone trying to stop us.. after the hand o nod was down syydney had no pic shots left... so sydney is stuck ton using a pistol and mobius is low on bullets... so i suggest we wait behind the airstrip and steal the next 3 vehicles that come out... it took 4 though... cause one was the harvy ... so we steal a buggy a art and a flame tank... so the art wrecks havoc on the refinery while me in the flame tank and the other in the buggy kill anyone trying to stop us... after about another minute at this we destroy the refinery and our vehicles are destroyed... so after waiting behind the airstrip for awhile... we only have pistols left... so no more vehicles come and we decide to just take out anyone coming... so i remind them to aim for the head... so we get out and begin killing anyone we see... we take down like 10-20 of them... before some engy kills us with remote mines(i didnt haven enough time to disarm)... so basically we won... i dont know what the rest of the team was doing... probably holding the tib field...