Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 15:19:00 GMT
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The enemy used this in my game and we only won by 400 points. They had all of their buildings gone except for their barracks. We had all our buildings. How would this happen you ask? Well, my team was not full of "n00bs." We were tricked.The enemy holed up in a tunnel with several special character classes and some Hotwires. The Hotwires surrounded themselves with proxies and repaired their team members quickly. My side kept getting tons of special character classes into the tunnel, but nothing came out. This went on for a while. Meanwhile, they're side had base defenses of special characters, and very few of us were assaulting the base because we were content of ridding that tunnel of potential threats to our buildings.The truth was, they were baiting us. They were well fortified, and just kept getting points from kills. Soon they jumped from losing by 3000 points to losing by only 400. I must admit, I was fooled by there tactics.If you plan to use this, never do it without hotwires, proxy defense, and a few $1000 characters. If you plan to defend against this, just have a few people defend the end of your tunnel in case the enemy decides to strike and attack the enemy's base.

Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 15:43:00 GMT
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Well its a pretty goos plan but its to bad that most of the games are noobs and never listnen to you.BUt if they do its pretty good tectic .

Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 15:50:00 GMT
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Well, the easy way is to go at the them with regular infantry. Drop the timed c4(kills silently). I always attack in a suicide run as regular infantry, aim for the head, this will make them run. Plus, they only get 2 points a kill

Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 16:04:00 GMT
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Not as easy as you say.

Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 16:11:00 GMT
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i'm lost here. if they were all in the tunnel, why didn't somebody just beacon their last building and end the game that way??

Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 16:18:00 GMT
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Because wer wasted all of our money trying to get them out of the tunnel and that was just one half of their team- the other half was defending the base against what feeble strike arose. And believe me, while we were dirt poor, they were rich and had tons of character classes. We were just obsessed with getting them out of th tunnel.

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Posted by Anonymous on Thu, 18 Apr 2002 17:20:00 GMT
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oh. i know what you mean. kinda reminds me of watching a football game. my team is way ahead at half time, then they decide to coast, and barely win at the end. they won, but it feels like they lost. lol...

Subject: Last Ditch Tactic
Posted by Anonymous on Thu, 18 Apr 2002 18:02:00 GMT
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I just thought up a great strategy for use against that. (well, 2, actually). 1. Get a couple of Rocket Launcher Infantry. 2. Plant a beacon on top of the tunnel where the enemy is holed up. Or do both. Or plant 487,867,856 beacons   on top of the tunnel. Whatever works.