
Subject: Teamplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 02:23:00 GMT
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please use this topic for helping ppl searching the forum for teamplay tactics, but all they get is angry messages to n00bs for teamplay:use the radiocommands one time, don't re-enter it when you don't hear anything, I often hear 5 times the same person saying the same thing Use the radiocommands wise: do not say in canyon: 'attack the power plant', or say all the radiocommands in less then a minute to see if it works, a lot of ppl want to say something usefull but nobody listends In rushes, don't start it at the base: wait at there base until everyone is there, then attack

Subject: Teamplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 03:23:00 GMT
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Your idea is good, but nearly everything is said before.But for once and again I want something to Especially when you come back to check your mines at the entrance of the PP to see that they all have disappeared.The amount of times an engi/hotwire rush was successful because there were no mines at the right places is unbelievable!Please communicate with your team who is placing the mines! And do not put mines outside buildings!WOLname Dutchduc (my rank is hopeless but I love the game, when it is played as it should be played) [May 22, 2002: Message edited by: Duc]

Subject: Teamplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 03:35:00 GMT
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quote: The amount of times an engi/hotwire rush was successful because there were no mines at the write places is unbelievable hehe, dont you mean right???

Subject: Teamplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 04:36:00 GMT
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In most games its usefull to split up in 2 groups, one goes attack harvey, other group goes defend harvey, that wau u all get sum points, and when u back at base, get ur mines at back entrances....., i see an awfull load off people laying those **** mines just out in the blue.....and then say, don't mine....then when u see and apc raid u notice all ur mines have left, leaving the entrance wide open. urgggg i hate that. after laying mines i normally let the team know what building i mined so that they know not to go there and mine it.....what i do encounter is people laying mines on the doorstep....silly cos if an APC comes in, he will blwon the mines and ur still defense lessbut eyh....., i sumtimes act as a Noob don't we all.....Happy hunting folks

Subject: Teampplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 08:52:00 GMT
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quote:Originally posted by CNC Master:hehe, dont you mean right???Don't You mean "don't"?

Subject: Teampplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 09:27:00 GMT
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Proxy mines do not work in pubs. You will almost always have some asshole replacing your mines (or put them in stupid places like all over ramps or roads) so they will get all the points and kills, same with standing over/in the way of beacons and PTS.I know of 20 people who are dumb *****s that do this

Subject: Teampplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 11:29:00 GMT
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Go ahead and preach all you want boyz, if the n00bs haven't seen this 5x over and listened already, they never will
Field: (Nod) Mine both tunnels, mine the Obelisk, mine the front of the HoN, mine the front access to Refinery. - 25 mines
(GDI) Mine both tunnels, mine the AGT, mine the inside of the Weapons Factory, mine beside the Refinery by tunnel access. -25 mines
This is an example of proper mine placement...Stop wasting mines!!!

Subject: Teampplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 11:57:00 GMT
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very good topicI believe it is ment to learn those few newbies who do want the tacticsabout the proxy's: please say something when you see the proxy limit is reachedDon't lay all your proxy's at the same place, one person can get through: they will run for it, go back and all the proxy's are gone, leaving the road open for an engi to blow up your buildings

Subject: Teampplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 13:34:00 GMT
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quote:Originally posted by CNC Master:hehe, dont you mean right???Hehe, actually, if you will look at the original message from where CNC Master took his quote, "right" was spelled "right", not write, you *****ing moron CNC Master

Subject: Teamplay again (for n00bs and experts)
Posted by [Anonymous](#) on Wed, 22 May 2002 15:14:00 GMT
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quote: Hehe, actually, if you will look at the original message from where CNC Master took his quote, "right" was spelled "right", not write, you ****ing moron CNC Masterummmm, hes edited it, i wonder what he edited??????????
