
Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 06:48:00 GMT
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I was reading about a post on the general forum when I thought up a tactic from nod to get people from the tunnel to the PP in under. Have like APC's and maybe buggies distract the AGT while you get like techs and maybe stealth back hand to get behind the PP and destroy it. Dunno if it's been mentioned before, but distraction is good tactic on several maps, including hourglass since most people see 1 tank and for some reason they ALL have to go after it. (well, not all the time) Also, try not to have everyone go after 1 tank, just get enough that will be able to kill it without any problems.

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Posted by [Anonymous](#) on Mon, 27 May 2002 06:49:00 GMT
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maybe light tanks as well, this should distract everyone, including gdi's team.

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 06:55:00 GMT
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quote:Originally posted by generalfox: I was reading about a post on the general forum when I thought up a tactic from nod to get people from the tunnel to the PP in under. Have like APC's and maybe buggies distract the AGT while you get like techs and maybe stealth back hand to get behind the PP and destroy it. Dunno if it's been mentioned before, but distraction is good tactic on several maps, including hourglass since most people see 1 tank and for some reason they ALL have to go after it. (well, not all the time) Also, try not to have everyone go after 1 tank, just get enough that will be able to kill it without any problems. The AGT will fire at near everything. Might work against Nod though.

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 07:02:00 GMT
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the AGT and obelisk fire at the closest thing to it.

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 07:34:00 GMT
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the ob can fire at one target unless they are right next to each other...the agt will fire its rockets

AND machine gun at one target while the other targets get shot by just the machine gun, which is enough to kill a few infantry

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 07:43:00 GMT
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oh well, was a though, ~hasn't experinced that yet though~

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 07:45:00 GMT
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u can get by the wall of thw power plant and get it in red but u cant get behind it unless u go all the way around.

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 08:18:00 GMT
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Nope, AGT with "flash-fire" at targets in the back, it'll fire at targets coming through tunnels and then go back to shooting whatever comes through front door. In Multi-Practice it was possible to use a Nod Templar, rush through to cover and shoot the ground, healing yourself, then leapfrog for cover healing yourself as you went. In MPP anyhow the TAR has infinite ammo for the Templar; I don't know if it will work on real Multi as I have yet to try it.

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Mon, 27 May 2002 13:03:00 GMT
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The real challenge is organizing it

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Tue, 28 May 2002 14:17:00 GMT
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i personally like using the mlrs WOL:kronix74

Subject: Under Tactic that just popped up in my head...
Posted by [Anonymous](#) on Tue, 28 May 2002 14:21:00 GMT
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defense distracting is fun...you race in with your hummer a few seconds before the apc, and the engineers are safe...then you get free reign when you respawn.
