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Subject: The Art of War  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 23:20:00 GMT  
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Don't forget to load your pistol before leaving base!

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Subject: The Art of War  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 23:34:00 GMT  
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Flase Eva reporting rule:Always hit a different building first then the one you intend to hit. Eva will report the first building that you hit. When it is close to the next reporting time hit another building to make Eva report the wrong building that you really attacking. The enemy Eng or Tech will get confused.

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Subject: The Art of War  
Posted by [Anonymous](#) on Sat, 29 Jun 2002 07:13:00 GMT  
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I'm all for rule 4. So many people will deploy ALL their tanks just to attack 1 person. It's pathetic

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Subject: The Art of War  
Posted by [Anonymous](#) on Sat, 29 Jun 2002 07:51:00 GMT  
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Read the book! Only 2400 years old- and still a good read for the military minded!The Art of Warby Sun Tzu<http://www.geocities.com/Athens/4884/or><http://www.kimsoft.com/polwar.htm>

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Subject: The Art of War  
Posted by [Anonymous](#) on Sat, 29 Jun 2002 10:34:00 GMT  
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or in some levels, set a beacon say, on the HoN. then after EVA says, "ion cannon beacon deployed" press f2 and type, "false alarm. some n00b on my team set it in our base." it usually works. they ignore it at least until the blue beam of death is right on top of um.

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Subject: The Art of War  
Posted by [Anonymous](#) on Sat, 29 Jun 2002 16:02:00 GMT  
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bump

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Subject: The Art of War

Posted by [Anonymous](#) on Sun, 30 Jun 2002 16:28:00 GMT

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these are all good strats i personally use the retreat then and attack method and also the the building technique. they all really help and help you get a better rank and a little more respected

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Subject: The Art of War

Posted by [Anonymous](#) on Tue, 02 Jul 2002 00:42:00 GMT

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I LOVE rule three. Drop a beacon and f2"Alright,whos the stupid noob who wasted a beacon in our base?"Also,you want to learn to plant beacons in strange and exotic places. Like,on the hand in flying maps,you can just barely walk around to the back of those sandbags and plant a beacon there.It would take em an hour to find it there.Too bad they only have 40 seconds! Works great with a distraction. Try one guy in an APC on the other side of theyre base.

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