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Subject: Help for newbies

Posted by [Anonymous](#) on Mon, 23 Sep 2002 15:06:00 GMT

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Just thought we should start another thread to help the newbies. Here is my contribution. If you need to jump higher than normal, and are playing as an engy, hotty or tech, place a remote c4 where you plan to jump from and back up a little bit. Run forward, hit jump, then quickly detonate the c4. The blast will double your normal jumping height and length. It takes a lot of practice, so keep trying. Good Luck!

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Subject: Help for newbies

Posted by [Anonymous](#) on Mon, 23 Sep 2002 19:01:00 GMT

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You have the wrong game my friend. Try Quake.

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Subject: Help for newbies

Posted by [Anonymous](#) on Mon, 23 Sep 2002 19:31:00 GMT

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When you first spawn in a building, pick the character you want and LOAD YOUR PISTOL by pressing "1" or back one click on the scroll mouse. When you run out of ammo and you need a weapon to attack having a loaded pistol could save your life.

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Subject: Help for newbies

Posted by [Anonymous](#) on Tue, 24 Sep 2002 06:16:00 GMT

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Don't get out of your tank anywhere near enemy locations.

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Subject: Help for newbies

Posted by [Anonymous](#) on Wed, 25 Sep 2002 08:40:00 GMT

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on non defense map with more than 20 players try not to beacon when the enemy has one or more destroyed buildings. they will mostly be forced to defend the base because you are stronger and when you place a beacon they will disarm it in a moment. this will give them so many points over and over again that you will lose. happened to me yesterday night because those n00bs won't stop using beacons while the half of our team was telling them to stop. try placing a beacon on a non defense map with 40 players and you will be surprised how quick the engie's will show up. and then for every engie you kill 2 extra will come to help

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Subject: Help for newbies

Posted by [Anonymous](#) on Wed, 25 Sep 2002 08:45:00 GMT

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quote:Originally posted by Ash [CNCS]:Don't get out of your tank anywhere near enemy locations.No, don't get out of your tank, period.

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Subject: Help for newbies

Posted by [Anonymous](#) on Wed, 25 Sep 2002 10:18:00 GMT

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dont run in a straight line otherwise your back will be full of nice neat bullet holes.or you will end up squished by some evil person driving a tank while laughing, or chanting kill em all.if your really new try repairing things for a while to build up credits and get a vehicle that way you can explore and see whats happening.also dont post replies while being chased by a flame tank. ouch!!!!!!

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Subject: Help for newbies

Posted by [Anonymous](#) on Wed, 25 Sep 2002 10:31:00 GMT

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Some advise from what I've seen in games:1) Remember that the max amount of mines per team is 30. If you see mines dissapearing, inform team members that the limit has been reached.2) Don't try a rush alone, but go in a group. I've seen to many people rushing off alone and fail miserably.3) Don't try to be a Rambo, but coordinat your attacks. Best would be to let others know what you're planning to do (and get them to help you if you can).4) On flying maps, it's not usefull to have 8 choppers in the air. A sniper (havoc) and a Ravenshaw can easely take out choppers (and probably laugh afterwards).5) Don't buy Mammoths to easely, especially when you're loosing. They are slow and give many points towards the enemy when destroyed. Meds are better, cause they are faster and more manouverable (sp?).

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Subject: Help for newbies

Posted by [Anonymous](#) on Wed, 25 Sep 2002 11:12:00 GMT

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Lol, how would you repair yourself then?

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Subject: Help for newbies

Posted by [Anonymous](#) on Wed, 25 Sep 2002 11:24:00 GMT

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\* If you are in an APC, and the goal is to penetrate enemy base, then you should NOT stop to engage anyone, just keep going. keep going. NO! dont turn around! NO dont try to run over that

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sniper! GO! GO! No, dont keep trying to shoot him, Just GO! Oh no, the apc got blown up and now everyone inside is dead! You never should have said "Get in the Vehicle", unless you planned on going straight in

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Subject: Help for newbies  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 15:32:00 GMT  
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I meant this to be a sarcastic, anti-noob thread. You guys are showing too much class and giving out solid information. What has the world come to?

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Subject: Help for newbies  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 00:39:00 GMT  
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quote:Originally posted by Ash [CNCS]:Lol, how would you repair yourself then?Have someone repair you.Although I agree it's okay to get out and repair yourself in your own base, while there's base defense (AGT or Obelisk). If there isn't any, have someone to repair you or fight till you die..

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Subject: Help for newbies  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 08:24:00 GMT  
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Sorry, most of the n00bs went to the GENERALS FORUM.

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Subject: Help for newbies  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 09:39:00 GMT  
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You can educate n00bs but newbies can be saved! By posting tactics that work we in turn make the game play better. Tip: If your any type of troop in the enemy base and are about to die remember to throw your timed C4. Throw it one a enemy building or vechical. That way when you spawn in your base after dieing you might hear that "boink" noise. I use this tactic and almost always kill one or two enimies. I've killed 4 at once even.

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Subject: Help for newbies  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 11:44:00 GMT  
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use the map to your advantage, if your a sniper get up high or inside a building and shoot then

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move.if your running from a vehicle head to an area it cant pass or will have trouble moving through.if in trouble slap c4 on someones face then they cant aim to hit you, plus its so funny when they explode.mammoth tanks have trouble turning so slap c4 on their rear and run, then shoot them from range or call in some team members for support and nail it fast.helicopters have trouble shooting directly under them so stand there and shoot up with rockets is a good way to nail them.

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