Subject: How to win.
Posted by [sg]the0ne on Fri, 11 Apr 2003 10:25:53 GMT
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Defense defense defense.
Support support support.

(this doesnt apply to small games)

Support your tanks, heavy infi & harvey with engie/tech.
Defend your base so you don't get boxed in.

Engie support makes ALL the difference. There is nothing more lame than having your teams
tank getting destroyed while they fire from within/right next to the base. If you can't be safe &
repaired RIGHT AT YOUR FRONT DOOR then the game is over, just leave. Tanks camping @
front door on defense should get as many engies as needed to repell the enemy.

The last few games I've played I taken up the support position more of the time & I'm getting good
results.

1. Rep harvey & buildings
2. Visit field & rep anything there that needs it / c4 their harvey.
3. Go on offensive.
4. Die
5. See step 1

End result : you win.

Engie support & team work owns your commando tactics

Subject: How to win.
Posted by maj.boredom on Fri, 11 Apr 2003 13:42:15 GMT
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Agreed.

It is so refreshing to play with people who use these tactics. A lot of this can go unspoken too,

Subject: How to win.
Posted by Scythar on Fri, 11 Apr 2003 16:12:01 GMT
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 Definetly. Certainly.

Subject: How to win.
Posted by HTDana on Fri, 11 Apr 2003 18:06:27 GMT
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No doubt. I played in some awful rounds last weekend, and saw some great teamwork last night. Feasts are good, and famines suck.

Subject: How to win.
Posted by Homey on Fri, 11 Apr 2003 19:18:24 GMT
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March 2002- Best teamwork in big games ever, odd time on good servers you will see better but rarely. Last year had good stuff

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Subject: How to win.
Posted by [sg]the0ne on Sat, 12 Apr 2003 02:21:42 GMT
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oh ya dont forget when fighting tanks w/engie support kill them with splash damage before you start working on the tank...

Subject: How to win.
Posted by [sg]the0ne on Sat, 12 Apr 2003 02:34:50 GMT
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The other day I joined a GSA server when WOL went down and had a good experience...when I joined as GDI we had 2 GDI apc's and 1 Nod APC. They were loaded up anyways so I got an engie an hopped in.

Less than 5 mins later the game was over. The well organized 3x APC 0wned them.

Subject: point system
Posted by silentson on Sun, 13 Apr 2003 05:56:29 GMT
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point system needs to be reworked so support roles are encouraged

---

Subject: How to win.
Posted by [sg]the0ne on Sun, 13 Apr 2003 20:19:03 GMT
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Ditto.
In the end people know who has been keeping them alive though....

Subject: Re: How to win.
Posted by John Shaft Jr. on Tue, 15 Apr 2003 03:04:25 GMT
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Ummmmmm.... that tactic is good but only for certain maps. For maps like C&C_Hourglass, C&C_Field, and C&C_Under, that tactic is very good cause those maps require a big push into the enemies base to take out a building. Its like you said, first you set up and get the enemy pinned down in thier base. Once you have that then you keep pounding their base while this is happening you get Engineer or Hotwire/tech support. I prefer to get a Hotwire and run out onto the field and heal the tanks. Now once you have the enemy pinned down you have two choices. Rush and try to take out a building or leave the enemy pinned in and try to win with points.

But on other maps, like C&C_Volcano, C&C_Walls_Flying, C&C_Complex, C&C_Islands, C&C_Canyon and C&C_City_Flying that tactic is not required. I mean its always good to have tanks on the field on those maps, but you have to admit commando tactics come in handy on those maps. Don't get me wrong, I like playing as a team. hell on those maps i do not rush until i see someone esle rushing and I go with them to blow up a building. But commando tactics can win a game for you on those maps.

I myself would never do a commando tactic UNLESS it comes down to where me and my team is losing real badly and we need to do something to win the game.

The point of this what I'm trying to make is commando tactics are also good to do. They are not the best but they can win you a game.

The reason why I say that is because it sounds like you're saying commando tactics suck and not to use them. I know you didn't mean it that way, just saying.

Subject: How to win.
Posted by [sg]the0ne on Fri, 18 Apr 2003 03:44:32 GMT
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commando tactics rock but in big games they are much harder to pull of, specificly one man jobs.

comando tactics + team work rock even more. ie on under having some tanks draw obelisk fire while a hot wire runs to PP via tunnel..

Subject: How to win.
Posted by John Shaft Jr. on Fri, 18 Apr 2003 04:47:44 GMT
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[sgthe0ne]commando tactics rock but in big games they are much harder to pull of, specificly one man jobs.

comando tactics + team work rock even more. ie on under having some tanks draw obelisk fire while a hot wire runs to PP via tunnel..

Hehehehe.... My favorite Commado teamwork tatctic, is the good old Engineer rush in a APC. I love that tactic.

Subject: Re: How to win.
Posted by coolmant on Thu, 01 May 2003 22:34:53 GMT
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Engie support & team work owns your commando tactics

Not if I snipe all your engies.

Subject: How to win.
Posted by tufdude45 on Thu, 31 Jul 2003 17:56:18 GMT
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Defense defense defense. WRONG. IF YOU DEFEND YOU LOSE (unless you're in the lead and theres 10 mins left in game) You should never only defend. you must attack constantly. support is correct but you should never defend. :rolleyes:

Subject: How to win.
Posted by Homey on Thu, 31 Jul 2003 18:07:38 GMT
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[quote="tufdude45"]Defense defense defense. WRONG. IF YOU DEFEND YOU LOSE (unless you're in the lead and theres 10 mins left in game) You should never only defend. you must attack constantly. support is correct but you should never defend. :rolleyes: [/quote
Your an idiot, ever play big games? Tanks and snipers on defense=gg

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Subject: How to win.
Posted by tufdude45 on Thu, 31 Jul 2003 18:21:46 GMT
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omfg stfu you dont know me do u? i always play on the biggest games and i know that if u defend u lose u n00b

Subject: How to win.
Posted by -Tech- on Fri, 01 Aug 2003 01:35:09 GMT
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There is nothing I like to see more than an Engineer or Technician/Hotwire run up and start repairing my vehicle while I'm in the middle of a battle and have a lot of damage. It's a great help, and I ALWAYS make the time to say thanks when they do.

Played a game on one of the derivatives of Islands yesterday as GDI. Right at the beginning I was an Engineer and bought a Humvee. Another Engineer got in and I drove straight to the front of the Nod refinery, dropped him off, then drove around the other side and spent my life there keeping the Nod infantry out of the refinery. Worked like a charm, and their refinery blew before they could buy their second vehicle. :twisted:

That's the thing about maps that have the Refinery so close to a field - if you lose your refinery and the enemy still has theirs, well you're going down hard unless you have a huge stockpile already. :twisted:

Subject: How to win.
Posted by Homey on Fri, 01 Aug 2003 03:05:17 GMT
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tufdude45omfg stfu you dont know me do u? i always play on the biggest games and i know that if u defend u lose u n00b
Yeah ive seen you your a fucking point whore bitch. Tell me how could a team win if they were being sniped for lots of pts and tanks were preventing attacking structures and hotwires were stopping nukes...dumbfucker you have no idea how big games are played. Smaller games you still do both. I've played all sorts of clan games and i know that defending works in most cases.

Subject: How to win.
Posted by tufdude45 on Tue, 05 Aug 2003 02:15:40 GMT
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IM a point whore coming from you, I'm a team player, you dont have to point whore to get a lot of points. i though you'd know that but ur just like all the other fucking n00bs

Subject: How to win.
Posted by kopaka649 on Tue, 05 Aug 2003 02:39:40 GMT
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Is there a thread around here that doesn't turn into a flame war? :rolleyes:

Subject: How to win.
Posted by -Tech- on Tue, 05 Aug 2003 03:28:27 GMT
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Not with "tufkid" around.

Subject: How to win.
Posted by JiggakoZz on Tue, 30 Sep 2003 02:15:04 GMT
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how you win:

Have a team completely composed of infrantry, i GUARANTEE VICTORY...

Subject: How to win.
Posted by [sg]the0ne on Tue, 30 Sep 2003 05:27:29 GMT
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JiggakoZzhow you win:

Have a team completely composed of infrantry, i GUARANTEE VICTORY...

Uhm - no.

Subject: How to win.
Posted by xpontius on Tue, 30 Sep 2003 16:47:00 GMT
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"infantry"?

noooo

Subject: How to win.
Posted by JiggakoZz on Tue, 30 Sep 2003 22:35:19 GMT
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xpontius"infantry"?

noooo

Well, I was in a hurry, but yes, infantry.

That is, if you play in servers larger than 20 people.

Why do you think it's nearly always a victory for GDI if you let the WF die?

I'll tell you why:

1) Your team has no more tanks to leave the base with, so everyone's in the base, which makes it easy to disarm beacons.

2) The enemy will now come to you, becuase they think they have you on the ropes.

3) A few good moderatly skilled snipers can easily shoot tanks that will come to the base.

4) All of the n00bs don't have tanks for the other team to shoot at.

5) N00bs LOVE getting Mobius/Mendoza and PIC/Raves... and 3 or 4 can stop any semi-organized rush.

BAM, times run out, you win...

Subject: How to win.
Posted by Cpo64 on Wed, 01 Oct 2003 03:47:45 GMT
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Yes, even an assulting group of infentry will have a chance of destroying a base. even on some of the defence maps, get say 5 rocket launchers and the enemy not expecting it, building will go down quick...

Subject: How to win.
Posted by xpontius on Mon, 13 Oct 2003 23:46:11 GMT
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Me saw this post and rephrases me other post.

"infantry" as in soldier...no

Now that u say the other type of characters, well, then hell ya Ive seen GDI make it with them.