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Subject: 2 v 1 Strategy

Posted by [A48943849](#) on Tue, 28 Sep 2010 04:12:27 GMT

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What is your strategy for playing a 2v1 match? Do you camp with a tank? Try to take out an enemy building? Do base defenses affect what strategy you choose? Is it smarter to camp with advanced infantry? I played a few 2v1 games and was wondering what everyone else's take on it is.

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Subject: Re: 2 v 1 Strategy

Posted by [Goztow](#) on Tue, 28 Sep 2010 06:33:51 GMT

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With 2v1 the only thing I do is try to be very offensive and destroy their base before they get mine. If they're half decent, they'll always destroy you, especially if you just sit and wait in your base.

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Subject: Re: 2 v 1 Strategy

Posted by [Spoony](#) on Tue, 28 Sep 2010 10:29:04 GMT

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you will not win a 2v1 against a team if the 2 know what to do, no matter how good you are. i've won shitloads of 2v1s, but it doesn't work if the opposition knows how to play a 1v1 even if you're considerably better at aiming than they are.

if you can begin by playing extremely offensively, do so. otherwise, defend as best you can until you see an opening.

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Subject: Re: 2 v 1 Strategy

Posted by [Goztow](#) on Tue, 28 Sep 2010 11:14:12 GMT

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Islands double engineer, kill strip, hottie with ion cannon for the win?

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Subject: Re: 2 v 1 Strategy

Posted by [Spoony](#) on Tue, 28 Sep 2010 11:47:06 GMT

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on any official map there are numerous strategies which would simply not be possible to stop in a 2v1.

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Subject: Re: 2 v 1 Strategy

Posted by [Starbuzz](#) on Wed, 29 Sep 2010 02:17:58 GMT

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I haven't played any proper 2v1 but had quite a lot of games on servers late at night where 2 guys are on the other side. Of course, these are random public players (myself included) and skill level varies. I may have won only a few times.

On maps like Islands, Canyon and Volcano you can really (depending on skill level of the 2 opponenets) pull off a victory. But you have to be very aggressive an creative...for example, with you C4. If you are outside a building with a med/arty/flamer and the building is about to die, rush in and throw C4 for the kill and move on to the next building. imo, this works good only on PP/Ref/Strip due to how close the MCT is reachable by the door.

You just have to be very fast because of the time; you got 2 guys working against you and you will be losing buildings very quickly. Sometimes it is heart-wrenchingly close and losing hurts a lot.

My favorite "2v1" was once on Volcano. I lost but it was a badass fight and I totally enjoyed it lol. Those 2 were about to kill Nod PP with 2 Meds and my flamer was about to finish off GDI ref. There was about this much red left in the GDI ref:

but 1 of them had a C4 and they rushed inside my PP and won.

I enjoyed it a lot eventhough I lost. I could feel my blood going thru my skin and my heart beating like a drum lol! It was some very very intense shit!

but meh, I suk

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### File Attachments

1) [RefRed.png](#), downloaded 862 times

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Subject: Re: 2 v 1 Strategy

Posted by [trooprm02](#) on Thu, 30 Sep 2010 03:48:52 GMT

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No simple answer...depends really on a few things:

- 1)the map
  - 2)how good you are
  - 3)how good you think the people you're playing are
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Subject: Re: 2 v 1 Strategy

Posted by [Jamie or NuneGa](#) on Sun, 03 Oct 2010 15:37:36 GMT

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best strategy for 2v1 = rgh

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Subject: Re: 2 v 1 Strategy

Posted by [HaTe](#) on Sun, 03 Oct 2010 16:31:17 GMT

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Subject: Re: 2 v 1 Strategy

Posted by [Spoony](#) on Mon, 04 Oct 2010 18:01:27 GMT

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o rly

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Subject: Re: 2 v 1 Strategy

Posted by [argathol3](#) on Fri, 08 Oct 2010 21:19:44 GMT

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There are maps where you can kill two buildings with one beacon...of course I've never done this in an officially recorded match because a 2v1 doesn't exactly fit that criteria but it was more for fun and very effectively cripples the other team.

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Subject: Re: 2 v 1 Strategy

Posted by [Tunaman](#) on Sat, 09 Oct 2010 05:39:07 GMT

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that's crazy, people used 1 beacon to kill 2 buildings all the time in CWs. I played with a lot of people who claimed they knew exactly the spot to kill two, and it would only kill one. So I generally always put a remote(or timed) on one of the buildings so it would be a guaranteed kill.

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Subject: Re: 2 v 1 Strategy

Posted by [InternetThug](#) on Sun, 10 Oct 2010 16:56:24 GMT

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1v2 cw anyone?

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Subject: Re: 2 v 1 Strategy  
Posted by [Spoony](#) on Sun, 10 Oct 2010 20:56:17 GMT  
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only if i'm on your side as the 2.

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Subject: Re: 2 v 1 Strategy  
Posted by [liquidv2](#) on Sun, 10 Oct 2010 22:23:04 GMT  
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i won a 1v2 today, i got this  
i chem rushed the ref on canyon and the guy got a grenadier trying to stop me  
when that didn't work he got a shotgunner and missed like 15 times  
when the ref died i stood still in front of him and fired at his face so he could kill me but he died  
and i had 19 hp left, i had to run around his base and find him again so he could kill me

true story

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Subject: Re: 2 v 1 Strategy  
Posted by [InternetThug](#) on Sun, 10 Oct 2010 22:30:13 GMT  
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deal but we'll need to find a worthy opponent, possibly piwi13

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Subject: Re: 2 v 1 Strategy  
Posted by [Spoony](#) on Sun, 10 Oct 2010 22:58:59 GMT  
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are you kidding? we'll be humiliated.

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