

A Comprehensive Guide To Playing Crysis Wars

An Online Multiplayer of Crysis on Dragons Cave Tankmasters Server

If you are just starting to play Crysis Wars in Dragons Cave or are a regular player this guide is for you.

About

Dragons Cave is a server hosted in Germany for playing Crysis Wars, a multiplayer version of Crysis and Crysis Warhead. Everything you need to play can be downloaded at cryserv.eu/en/gamefiles. There are several other servers but this guide is about Dragons Cave Tankmasters.

Big Differences Between Crysis or Crysis Warhead and Crysis Wars

The big differences that will jump out right away for the beginner are:

1. Less cloaked time, and correspondingly more speed time (in fact speed is unlimited in many circumstances)
2. All versions of tanks in the single player games in almost every map, plus VTOLs
3. 5 missiles in a missile launcher vs. 3 in the single player game
4. Limit of 3 frag grenades, 2 flash grenades, 1 smoke grenade, and 1 nano grenade

Those that have played around editing a Crysis map with the Sandbox Editor know that many variables in the game can be tweaked. And many have in this version.

Some smaller differences include:

- greater damage of tanks to people but less to other tanks
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Biggest Factors For Making A Good Player

1. Ping
- () Cheats
2. Commands
3. Skill
4. Computer Processing Power

1. Ping is the millisecond (ms) delay between your computer and the server in Germany over the internet. It is the biggest factor for making a good player and unfortunately you cannot change it. It is based purely on distance, so the further you are geographically from Germany the higher your ping is.

Some examples of country's pings in order of better to worse:

Germany	(20 ms)
France, Russia, Britain, Italy, Czech Republic	(40 ms)
Hungary, Slovakia, Ukraine, Romania	(60 ms)
United States East Coast	(120 ms)
United States West Coast	(160 ms)
Australia	(350 ms)

For comparison, given all factors are equal except skill and ping, to have the same score: a player from Hungary (60) has to have considerably more skill than a player from Germany (20)

a player from United States West Coast (160) has to have considerably more skill than a player from United States East Coast (120)

a player from Australia (350) has to have tremendously more skill than a player from Germany (20)

() Cheats is the next biggest factor after ping, but it's unnumbered because people using cheats are banned. Cheats include

- aim-bots, which automatically aim in some or all situations

- auto balance, which steadies players rifle sights in rest or in motion

- location finders, which track other players individually or all

- tank modifiers, which makes tank defenses stronger so it takes more damage to destroy

many other modifiers that create an advantage only to the player using them, some interesting ones include making it slower to fire or reload when close to the player using the cheat

The moderators will remove players using cheats, however many of the best players have admitted to using cheats at some time, and if you find that a player is somehow always killing you in close range they may be using a cheat. Unfortunately cheats can be tweaked to only give a slight advantage, not giving away the player as cheating, but lending a significant hand to the player that combined with other advantages like low ping and a high performance gaming system can make them a “good” player.

2. Commands are sanctioned enhancers. They are time delayed so a player can only use them once in a given number of minutes, but in many cases reverse a bad situation for a player, and act as a lifesaver. It is a huge disproportionate advantage. As such I put them in the same category as cheats.

They are typed commands and include

command	function	time delay
kamikaze	destroys self with huge radius damage	18 minutes
jump	jumps the player very high above wherever he is	15 minutes
pos	teleports a player to his selected place in the map	10 minutes
repair	repairs a player's vehicle to 100% very quickly	8 minutes
spy	spies all enemy players	7 minutes
smoke	creates a great fog around a player	2 minutes
firework	creates a short fog around a player	2 minutes
flare	sends a single flare up high into the sky	2 minutes

I have never used cheats or commands so there may be more I'm missing.

One exception is I use the jump command in the Refuge map where it is impossible to get out of the underwater cave, which contains a TAC Weapon.

3. Yes, unfortunately skill is second from bottom on the list, but fortunately it is something you can change.

4. Computer processing power, or overall computer performance, does make a small difference. It does mean that if you're wealthier you can have an advantage, but thankfully the difference is very small and it is at the bottom of the list of factors. Also, even if you have a moderate GPU and CPU combination, by turning your settings down you may get a 5-10 frames per second increase. Alternately, you may go the other way and sacrifice negligibly better frame rates for an illustrious rich in-game look with shadows, large number of pixels, etc. For comparison to the top factor, ping, the difference between a 8-core i9 RTX 2080 and a 4-core GTX 760 is about 5 ms.

How To Become A Better Player

This section goes from basics to advanced, but even experienced players may want to read through it all.

Tanks

1. Use tanks. It's called Tankmaster's, use them!

One of the biggest mistakes new players make is to run around, or worse, move slowly from one position to another in the map, and quickly get killed by tanks or occasionally a good sniper. The number of kills racks up very quickly, and while you may think tanks are slow, you will not get to your destination faster by running, because you will be killed.

Get in a tank, and then move to where you want to go. Tanks are a little slow, but provide good defense, good offense, and time before you have to make a decision. You can't be killed immediately in a tank unless you are ganged up on, it provides cover for you, and you can easily kill those outside of tanks with little experience.

At some point, however, as you take on damage you will need to exit the tank to either get in another one or run for cover (a building). Thus...

2. Know the number of shots to destroy all vehicles.

All tanks are damaged by other tanks and all handheld rifles except for pistols. I have compiled a spreadsheet of damage that is attached. If you ever face a new type of tank, go into the game when no one else is around (usually 5pm-5am EST), and test shooting it with everything you can think of.

When you begin a one-on-one tank fight look where the nearest cover is for your tank and guess how long it will take to drive there. In general bail out of your tank after taking 65% damage, right after the enemy has fired a round.

Begin by using APCs; they are fast, turn tightly, have protection against other tanks and good firepower. Hold your mouse to fire constant rounds against the enemy tank, this makes the player uncomfortable by slowly and steadily giving damage. Explosive rounds have a big kill radius on runners: use explosive rounds on players getting out of tanks, near walls or buildings, or especially in tunnels and caves.

The Gauss APC is the most powerful tank because of it's one shot kill combination capability (Gauss Round + Explosive Round + Missile Launcher). But due to a physics glitch, when firing the Gauss Round from the surround view the Gauss APC has a 50/50 chance of spinning in the air, possibly leaving you upside down and vulnerable. Fire a Gauss Round from the inside view to prevent this. Gauss APCs are not in all maps.

In general do not use APC watercraft. They have a very poor turning radius and can easily be turned over by being rammed by another tank. Despite being the only tank capable of moving in water, never use them in water. They are sitting ducks for VTOLS and everything at a higher elevation than them, water makes aim unsteady, which creates a very short effective range, and swimmers can easily destroy it with C4. Only use APC watercraft for temporary hiding and well protected fixed position firing, for example from high elevation or among the protection of many teammates.

If you cannot find or are near an APC or Gauss APC, use tanks. They are bigger and slower but can take more damage. Use the onboard gun against runners, rounds are less effective due to a small kill radius and time delay for the round to reach the target. Some players, such as <CA> Waspinator Jedi, are skilled at using tank rounds against runners and parachuters, but this requires great skill and is not guaranteed.

When starting up a ramp in a tank go straight on with speed. The tank can get stuck if going too slowly or at an angle.

Use the Gauss tank if you see enemy VTOLS or Helicopters, they are nearly one shot kills with the Gauss round and dramatically slow down VTOLs and Helicopters. For use against tanks; the Gauss round is powerful but has the longest reload time.

If you are a beginner do not use AAs. They are only effective against VTOLS when used by players with low pings, due to having to lead rounds in front of VTOLS. If you don't have a low ping you will mostly be missing. The explosive round is powerful but too slow to hit a distant moving VTOL. AAs have terrible protection - two Missile Launchers kill AAs, as well as one shot plus Missile Launcher combinations from all tanks.

Only use AAs against Helicopters, nearby VTOLs about to take off, or against others in a well protected fixed position.

Use Fortified Carriers only to transport yourself short distances. Advanced players can use them for a very short time against aircraft and runners.

Never use Jeeps, they are one shot kills from tanks and Missile Launchers.

3. Use your tank to outnumber enemy tanks and protect team tanks.

If you see a one vs one tank battle about to start, get in a tank and make it 2 vs 1 in your favor. By aiding your teammate you should ensure the kill, draw fire to your fresh tank, and ensure protection of your teammate.

You should nearly always be able to kill and protect in 2 vs 1.

If your teammate has low damage and the enemy tank high damage, it's easy to one shot the kill.

If they're equal damage it's still easy to finish the kill.

If your teammate is very damaged and the enemy tank lightly/not damaged do everything you can to draw fire to your fresh tank. Start with an Explosive Round + Missile Launcher. Or jump out of your tank and shoot it with a rifle, the enemy tank might think you're a very inexperienced beginner that will be easy to kill outside a tank and turn attention to you. Then jump back in and fire a round. Also if it's possible put your tank between the enemy tank and your teammate.

Once you have killed the enemy and saved your teammate, ensure cover and protection until your teammate finds another tank or building.

4. Wreak havoc when outnumbered.

If it's 1 vs 2 or more against you, kill the highly damaged tank before you get killed. Ensure the kill so teammates will have 1 vs 1 or better. Get out of your tank between enemy reload periods to fire a Missile Launcher or Gauss Rifle.

If there are teammates on their way and the enemy are one undamaged tank and one damaged tank that you won't have time to kill, focus your last firepower on the undamaged tank. This will leave both tanks damaged for your nearby teammates, and leave the enemy without a fresh tank to assist the damaged one to safety.

5. Always enter a tank with Missile Launcher selected.

Fire a Missile Launcher in between enemy tank reload periods for fast combination kills.

If you're attacked by an overhead VTOL that keeps above the reach of your tank, stop driving and wait for the VTOL to fire. Jump out during the VTOL reload period and fire a missile launcher. This creates great discomfort for the VTOL player because VTOL maneuverability goes way down after being significantly damaged, and the next shot will kill the VTOL. Some VTOL specialists (for example <ES> ^^SM^^ Spawn and <DE> Exe'X) are greatly annoyed by this and will use the spy command to make you slow enough to not be able to get back in the tank before being killed by the VTOL onboard gun or another round. This wastes what could be a useful spy for the team on one kill.

6. Plan to use C4 against tanks.

Place C4 on tank vents to ensure destruction. Any other spot may result in destruction or only 50% damage. Placing C4 on the vents of a moving tank is difficult, especially a low ping tank. To ensure the kill, only place the C4 after the tank is 50% damaged, or place on an undamaged tank and be ready to jump back in your tank to finish the destruction.

Attack stationary tanks that are approachable and enclosed, so they can't drive away. Approach from the side or behind. Turn on speed mode, select C4, get into your tank and drive up close, and if discovered and fired upon, wait for the reload time after the first or second incoming round to exit and run toward the enemy tank. When approaching on foot be ready to move away from walls.

7. Use C4 on your tank as a suicide trap.

Attach C4 on the vent of your tank, select the primer and get in. Drive to a position that invites C4 runners. Use your tank normally until you detect close enemy presence with the mini map indicator or see a C4 runner. Jump out of the tank and detonate yourself, the tank, and the enemy.

This was pioneered by <IT> Ita-tany. Strong players will rack up more kills by staying alive but this trap provides good offense for an enclosed stationary tank.

8. Use APCs to climb steep hills.

APCs can climb very steep, almost vertical hills. Traction is only lost at about a 65 degree slope, which makes climbing hills possible. Traction decreases with uneven terrain containing potholes or dips, and branches or other small fixed objects.

Smooth, gradually steep slopes of empty hillsides are best. When approaching the best place to drive up a slope, look for where you can build up speed in the flatter parts. Speed can carry the APC up slopes steeper than 65 degrees, past the point of losing traction.

Places In Maps to use this technique

TM Steelharbor: the large hill with the VTOL at the top. Approach this hill from the ship side of the tunnel. Use the boat ramp and speed to go between the water and fence. Mid point up the hill use speed to aim for the top of the hill, there's a gentler slope at the top where traction is regained. At the top come gently onto the flat to not tip the APC, and use the hill for fixed position firing.

The small hill with the power line tower nearby the Gauss Tank. Approach this hill the same way you would on foot, on the gentle slope between the exit of the tunnel and the tower on the ground. Easily kill snipers that take position in the bumpy hilltop.

The Factory: the hill on the side of the map with many excavator trucks. Approach from the base of the hill near the AA, use speed to get to the top. That ridge is an excellent firing position, which you can retreat behind and below to repair your APC, and then resume firing.

The hill on the other side of the map. When facing the hill, approach from the right side of the train. For both hills, once reached the whole hilltop is open for fixed position firing.

9. Special Tanks

Use Moar tanks to destroy many enemy tanks in open maps. Unlike the low damage rounds of the Moar handheld weapon, the rounds on a Moar tank produce near total damage and fire rapidly with no reload time. In an open field with many tanks, use the onboard gun to locate enemy occupied tanks, and to assist in aim at distance. While the rounds can reach great distances, the accuracy diminishes with distance. In close to medium range, spray back and forth quickly to hit the exposed areas of enemy tanks. Also use Moar tanks for quickly destroying all nearby unoccupied tanks to prevent enemy use or cover.

When exiting the tank, all weapons including melee, missile launcher, and C4 will not be available for 25 seconds. To get out of this, press B for binoculars, and then B again to deselect binoculars. This restriction makes missile launcher and C4 combo kills much more difficult, and makes getting safely away from a damaged Moar tank more hazardous. Because of this and because most Moar tanks are Tanks with Barrels and thus damage more easily, think about escape routes when driving a Moar tank. Look out for enemy missile launchers, Gauss snipers, and VTOLs.

Use Moar Freeze Tanks in close to medium range. Freeze first, then use the onboard gun to destroy an enemy tank. There is no weapon selection limitation upon exit. The Freeze round will not reach past a certain distance.

In many Savanna maps there are tanks and APCs with modifications. Tanks will have explosive rounds, Helicopter rounds, AA explosive rounds, big explosive rounds, and onboard Gauss rifles. APCs will have big explosive rounds. Parts of the map will usually have several special tanks together, so when approaching these places be aware of special tanks that will do a lot of damage quickly. Reload times for the high damage explosive rounds are high, like a Gauss Tank round, so to destroy enemies in these tanks use missile launchers from cover, and get teammates to outnumber enemy tanks.

VTOLS

1. Know where all damage can come from before getting in.

VTOLS are easily damaged. Know where all Gauss Tanks are and if any are being used by enemy players. Know where AAs are. Check that no enemy tanks are in firing range watching the VTOL. Don't get in or near a smoking VTOL, it's very damaged and you can be killed in proximity by a missile launcher. If the VTOL looks fine but once inside is damaged at all, get out.

Check the ground for C4 placed by an enemy. Destroy the C4 by firing rifle rounds or with a tank. Destroying the VTOL will not destroy the C4. It's difficult to check the body of the VTOL for C4, but if C4 is on the body, destroy the VTOL. Conversely, the best place to attach C4 on a VTOL is on the top, where it can't be seen from the ground. Doing this requires jumping on top of the VTOL, which is more risky, but is rarely detected by the enemy getting in the VTOL. If you are killed by enemy C4 on your VTOL, it's only one kill. If the player repeats the C4 placement, go to the VTOL area and kill the enemy. If a VTOL has not spawned for a long time, don't get in, an enemy is close by.

2. Always keep your VTOL moving.

While it may seem easier to stop, aim and fire, this opens up ground based attack. Learn to lead your targets - aim before the target in the direction of your motion, and in advance of the target if the target is moving. Higher altitude or distance means a longer time before your missile reaches the ground. At first when trying this you may miss most of the time. Keep flying slowly, you don't have to go fast, and concentrate on weaker players in stationary tanks. As you get better you will be able to predict players' movements better. Strong players in AAs will fire at you from a stationary position, and once you turn to fire will start moving so you miss. For these players, aim ahead of where they are stationary in their AA. When you become a strong VTOL player aware of all possible enemy ground attacks, you can stop to improve your aim. The VTOL has a large kill radius, so if you jump from a damaged VTOL that's stationary there's a long time for another shot to destroy your VTOL and kill you. When constantly moving if you are hit with a Gauss Round or missile launcher you will separate from the VTOL fast enough to not get quickly killed by a followup enemy round.

3. Against other VTOLS.

Because of aim leading, ping is very important in VTOL fights. Many <DE> players who may not be very strong in other areas will kill you in VTOL's because of earlier aim. <ES> Spawn specializes in VTOLS and is difficult to kill without help, but possible. If you are fighting a VTOL stronger than you, fly away and use rolls to become hard to predict. If you know a teammate is in a Gauss tank, lead your VTOL enemy into your teammate's line of fire.

1 vs 1 VTOL battle tend to end up in a circle, facing inward, firing ahead of one another. To dodge missiles, slow down and speed up along the circle, change the distance to the center of the circle (approaching works well), and change the elevation of the circle (usually rising). All maps have altitude limits where VTOL's cannot go higher. When you approach this altitude limit the VTOL starts moving upwards slower and can leave you more vulnerable to missiles. At the limit, you have no room to move up, and turning to move down is slow. So level off in altitude or go down before reaching the slow zone near the altitude limit.

4. Advanced techniques.

When fleeing a VTOL turn completely around, even though this may seem scary. Dive to the left or right facing away so the enemy VTOL has to follow you. As you go toward the ground roll and turn in the same direction, this makes it very difficult for the pursuing VTOL to lead you, and you can change your arc at any time. If you are continually flee good VTOL enemies, sometimes make the arc short, sometimes long, or sometimes changing. Near the ground you can turn and start going up as the enemy VTOL is coming down, and have good chances of hitting the enemy while the enemy's VTOL is slowing down to go back up. If you don't want to go up or your VTOL is very damaged, you can exit on the ground to find cover or a tank.

The zig zag maneuver. When flying in a circle or to dodge a missile, use speed and roll to turn one way and then back the other way, while using spacebar to change elevation. The result is a quick dodge that places you in a different spot and elevation to an enemy's prediction.

If you have damaged the enemy VTOL more than 15%, a missile launcher will destroy it. Before getting in your VTOL always have missile launcher selected. When close to the enemy VTOL, exit your VTOL and fire at the enemy VTOL. Also if high in the air and firing at an AA, you can use a missile launcher to destroy an AA that's more than 50% damaged.

If a tank is heavily damaged you can crash your VTOL into it by jumping out just before. You can C4 your VTOL and destroy nearby VTOLs in the air.

5. Always use onboard gun and aim for vents.

Hitting a tank with an onboard gun lets you know how damaged it is and what enemy player is in it. If close enough, fly above the aim range of a tank, and fire at the vents to damage the tank. This doesn't use missiles, and decreases the number of missiles needed to destroy the tank. This does increase the chance of ground fire as it requires slow movement to aim. And to combat this, if you are in the tank and an enemy VTOL is firing at your vents, move the tank back and forth and in odd ways so it's harder for the VTOL to hit your vents.

Helicopters

If you are a beginner do not use helicopters. They are slow to start and stop moving, are thus more vulnerable to ground and air fire, easier to lead when aiming, and are destroyed by two Missile Launchers. While a good pilot can evade most Missile Launchers in a VTOL, the first Missile Launcher fired by beginners usually finds a Helicopter.

During takeoff the rotors take a few seconds to spin up to lift the helicopter and produce noise during this time before you can liftoff. Check for all tanks nearby, not just AAs and Gauss Tanks, and players with Missile Launchers before entering a Helicopter.

When exiting a helicopter you are likely to keep traveling in the direction of the helicopter and begin falling with the helicopter. This creates many seconds where you are close by the helicopter, particularly if it's damaged. This creates an extended time you are in a kill radius if the helicopter is destroyed. While this can happen with VTOLs too, it happens most of the time with Helicopters. To avoid this, turn the helicopter just before you jump. A clean separation after exit increases with airspeed, while a slow airspeed decreases separation.

As you become better protecting yourself in Helicopters, use them for travel to other parts of the map, such as high locations, and for quick attacks against unaware tanks. Helicopter rounds are quite fast with good damage so they make for a good surprise attack. When attacking tanks stay above the reach of their rounds. Conversely, when escaping a tank attacked by a helicopter, drive the tank, and then run, towards the helicopter if it's close above you, to get under it's range of fire. If the helicopter is far away it's not accurate and you can exit and run or fire a Missile Launcher.

When aiming at Tanks helicopters can more easily shift aim left or right, but start moving when aiming the nose down or up (against near or far tanks). Also the rotors will easily hit the sides of buildings or a hill when flying close, so fly as if the rotors are the fixed width of the helicopter. Also be aware of the tail when turning, as it can also easily be caught by fixed terrain.

Rifle Combat

1. The first thing to do after spawning is select the missile launcher. It takes a few seconds for the missile launcher to be ready to use. During this loading time you cannot fire a weapon and are vulnerable so do this at the beginning in the safety of the spawn location.

Clicking to respawn sometimes produces firing, which gives you away on the minimap. If you give yourself away by firing when there are many players, immediately cloak and move to a different location.

2. Use keyboard shortcuts to select weapon categories faster. The defaults of 1, 2, 3 are good, but use whatever makes you most comfortable.

3. Find nearby weapons to add to your Scar Rifle before finding enemies. You respawn only with a Scar Rifle - more weapons helps against enemies. A good set is:

- Scar with sniper sights, silencer, and grenade launcher

- Gauss Rifle with sniper sights
- AY40s silenced
- 2 claymores and C4
- Smoke grenade
- Full ammo for all weapons

Laser sights create a larger profile when cloaked for enemies to see, so disable them on all weapons unless you aim better with them. The Missile Launcher laser sight cannot be disabled and does create a larger profile when cloaked.

The Scar rifle attachments settings are saved when you respawn, customize all other weapons upon pickup.

When you respawn in a location with high player density move less to find weapons.

For a stationary enemy not in a tank (usually a sniper), change the Scar fire mode to single bullet and use the sniper scope to kill the enemy from a long distance. For maps in enclosed spaces without long distances such as Bloodrun, an assault scope allows greater peripheral vision.

4. Cover versus concealment. Concealment is a set of objects that hide your view from the enemy but provide no protection from enemy rifle fire (such as trees, bushes). If a player turns their foliage game settings down, tree covered hills can look completely bare.

Cover is a set of objects that are a barrier to enemy rifle fire (such as walls, sandbags). Use cover to shoot when the enemy is reloading or not firing. On level ground with a waist high wall between you and the enemy, upon seeing the enemy fire and as soon as the enemy fires back crouch. The lag time will cause the enemy to fire a few more bullets into the wall after you are covered. Wait half a second crouching and the player will have stopped firing to conserve ammo. Pop back up and fire for half a second and then crouch again. You are in control of when to un-crouch so the enemy won't know when to fire and will not damage you as much as you damage him. After doing this about 3 times the enemy will run out of ammo and when reloading you can complete the kill.

Use this anytime you are right beside cover and the enemy is in open space. When there is no wall but the enemy is in the open below you, such as when the enemy is on the ground and you are on a roof, use the same crouching and waiting to create cover with the building. This enables you to kill very low ping or aim assisted players.

For higher walls, with missile launchers or grenade launchers, jump and use the same technique.

5. Jump on tanks and shoot tank vents with rifle. If an enemy is alone in a tank and you have no tank or C4 and you are in position to jump on the tank without being killed, use this to damage enemy tanks. There is protection from tank rounds and the onboard gun when standing on top of a tank. The tank muzzle is too long to damage you from firing into a nearby wall, and while the rifle damage is slow it can be confusing to the enemy.

Tank players can combat this by switching position to the top mounted gun, or if you have C4 exit and destroy the tank.

6. Learn Wall Jumps.

Turn on strength mode and select your hands as the weapon (melee). Go to a flat, even wall with no overhangs, and level ground (the sidewall of an on ramp, the foundation of a giant tower in Tank Arena). Without switching from strength mode, run directly at the wall. You will hit the wall and your hands will push you back and up. Run again at the wall. Just before you hit the wall, jump. If you jump too soon, you will normally jump up the wall, as if you were standing and jumped in strength mode. If

you jump too late you will hit the wall, be knocked back, and your jump will do nothing as you fall backwards to the ground. If successful, jumping right before contact, you will experience a disproportionate jump up the wall five times higher than a normal strength mode jump.

As you practice you will find that sometimes you go higher than your normal wall jump. You can use these to jump the foundation of giant towers, but you may need two or three attempts in the game. Don't rely on these when pursued by enemy players. Jump heights vary even when done correctly. Wall jump without strength mode on to get over small walls, about 1 or 2 stories in buildings. When you have low energy or want to conserve 100% energy and the wall is small, wall jump without strength mode on.

Many buildings and structures have overhangs. Jump these by starting your wall jump, and after the initial big jump, turn in mid air. Your path will corkscrew, and while facing the overhang initially, you can turn away from the wall as you go up, clear the overhang, and turn back to land on the top of the building. Try these on buildings with small overhangs, then large overhangs, pillars of buildings with roofs, and small walls with barbed wire.

You can scale a tower completely without going inside. To avoid claymores on the outside stairs, wall jump up three levels and turn in. Go up the stairs to the first main platform, and wall jump again three levels and turn in. Go up the stairs to the second main platform, and wall jump the overhang to the third main platform. Wall jump the overhang again to the last main platform, and wall jump to the roof. Practice so you can do this quickly, you can get to the roof faster than taking the inside elevator. Also for base foundations like in Old Refuge or tower foundations like in Tank Arena, you can wall jump from the base of these foundations to get to the bottom of the tower. Wall jump to the ledge on the foundation, then wall jump the overhang to the base of the tower.

Use wall jumps to get to roof cover as an escape route against tanks. If you are in a tank battle and near a building that provides roof cover, exit your tank between enemy tank rounds, wall jump the building and take cover on the roof. The building has to be short or a tank round can kill you at the top of your jump against the wall. An example location is the small AA building in NK Secretbase.

7. Using Punches (Melee Attack)

In tankmasters there are few opportunities to punch without exposing yourself to a high likelihood of being killed. But if you are in a rifle fight in an enclosed space with a damaged enemy, and they are reloading or you have run out of ammo, you can use a punch to finish the kill. Punches in strength mode can do enough damage to kill, but it's hard to get close enough to a good player to deliver the punch without them moving. For "away from keyboard" (AFK) players, or stationary beginners, a punch can save a grenade or ammo.

8. Claymores

Place claymores at entrances to buildings, in enclosed spaces, and near spawn points. These are good places to start with claymore placement on the floor: in the center of a door frame, the edge of a door frame, on the near side of a hallway when you turn (so if you enter a space and must turn right, place on the right side just past the turn, so that it is not seen when turning), against the edge of a stair or floor level raise so as not to be seen (example, just outside the doorway of a bunker), and two placed near a spawn point (one right at the spawn point and another a few feet in front). Good players will see

these and jump around them, or will destroy them before going forward, but you will kill many beginning players and players in a hurry after spawning.

In certain places of the map claymores can be hidden completely in the floor. This is possible when the claymore sits on a level just below the floor, possibly due to map creation glitches, and cannot be seen. For example in NK Secret Base: the entire second level of the building with a helicopter on top of it (place at the foot of the stairs and close to the doorway), in the middle of the door frame in the second level room with C4 in the building with the green shipping containers in front of it ("the house"), on the sloped roofs on the side of the structure with the VTOL (VTOL side fully hidden, other side partially hidden).

An advanced place to put claymores, that will kill even the best players, is at waist level. These include on the railings of stairs, on shelves, desks, and ammo crates (the boxes that ammo sits on top of). It takes a little more time to place, but is very effective. For the railings of stairs, jump onto the railing at the bottom or midpoint (too high and the ceiling will push you off), and place the claymore so most of it is facing the stairway. For example in NK Secret Base use this on the second level railings in the building with the green shipping containers in front of it. In NK Secret Base in the building with the Gauss Tank in the entrance, go to the other entrance and go past the front desk area to the second desk area, jump on the desk, and place a claymore on the corner edge sticking out on both sides (left and right). In Old Refuge, in the building with the Moar gun, place on the shelf holding the Moar, by the Gauss Rifle, or on the lower shelf holding the claymores. On crates that have ammo on top, place claymores either sticking out on the edges or place the claymore right next to and in line with the replacement claymores (ammo), to look like claymores that can be picked up.

In general find places where claymores can be concealed, hidden, or are difficult to see. You can use floor tile and color patterns to conceal claymores. In the plane (in any map), instead of placing claymores horizontal for the most width to catch a running player, place them vertical with the stripes on a black stripe.

9. Advanced Running

Anytime you are running in an open area and are being pursued by an armored enemy player (either in a tank or VTOL), use this technique to avoid being killed. Run with speed on in one direction for about 0.8 seconds, then change direction by at least 70 degrees, go for another 0.8 seconds, then change direction again. Do this continually and choose left or right to head toward your destination (a building, tank, or your teammates). Vary your choice of left, right, so do two rights in a row followed by three lefts, or even do a complete circle. To be more confusing, run toward the enemy once.

This will make it very difficult for the enemy to predict where you will be. Even within a close range the enemy has to predict where to fire a round. 1 second changes can be predicted. 0.8 seconds feels uncomfortable to do and is perfect for being difficult to predict. As you are being pursued you will feel the enemy trying to predict where you will be, will miss, and at this point you can vary 0.8 seconds with longer odd time intervals, such as 1.4 seconds. Example, 0.8 seconds, 0.8 seconds, 1.4 seconds, 0.8 seconds etc. VTOLs especially get frustrated by this, and may try to fly low to the ground right at you to kill you by vehicle hit rather than round. One option is to go prone or jump out of the way. Even if you are killed, many times the vehicle is badly damaged or destroyed from hitting the ground and the enemy has lost the VTOL. This works well against APCs and all tanks, even with onboard guns.

One player who does this effectively is <RU> Anunaka.

10. TAC Launchers at the end of a game round.

When warned of receiving a TAC Launcher during a “TAC party” typically 2 minutes before the end of a game round, drop your least powerful weapon. For example if you have a Scar and Gauss Rifle, drop your Scar. If you have two weapons you will not be able to receive a new weapon in these “parties.” In the 5 seconds you have before receiving the TAC, position yourself for maximum damage. If you are in a high overlook location, like in a plane, tower, or on top of a hill, think about where the most enemies are and fire in their direction. If possible, also get near an undamaged tank. Right after you fire along with enemies firing TACS at you, get in the Tank for the best chance of surviving. If you are in a building or are within rifle range of an enemy and can't get to a tank quickly, fire into the ground or a wall as soon as you have the TAC to kill the close-by enemies first. This will kill you and them but your death will not count against your score.

Either way after being killed by a TAC, your own or an enemy's, wait to respawn. When you see your dead nanosuit in third person don't click and wait for the 20 seconds to be automatically respawned. During this time most enemies will fire their TACs and you will reduce your chance of being killed by a TAC.

For TAC Launchers within maps, and not given in parties, see below.

TAC Launcher Locations

Old Refuge: 1 TAC located by the waterfall, at the top there's a pool which extends into an underwater cave, on a ledge almost at the bottom of the pool, on the waterfall side, in the middle of the ledge. Respawns every 18 minutes.

Refuge: 1 TAC located like in Old Refuge, in the waterfall, in the pool at the top, at the bottom of the pool, on the lowest stair of crates. Getting out of the bottom of the pool requires the commands /place or /jump. Respawns almost like a regular weapon, every 1 minute 15 seconds.

Tank Arena: 1 TAC located in center of map, on the side with the broken truck, underneath the roof, in an open metal crate. Respawns every 8 minutes 47 seconds.

TM Steel Harbor: 1 TAC located on the side of the map with the two side by side shipping cranes, on the crane closer to the hill, second platform from the top, on the hill side with no railings, invisible. Respawns every 15 minutes.

Ancient Ruins: 3 TACs all located above the playing map inside the base of permeable trees – trees you can walk through. One is located on the side of the map with the two helicopters above the bunker, on the most gentle sloping but still steep part of the hill, at the bottom of the hill where there are three trees in a triangle, in the right tree, inside the base of the trunk.

The other two are outside the boundaries of the map, where a timer will kill you if you don't get back in bounds in time. One is located on the side of the map with the bunker with the circular steps, on the flat hill above the bunker, at the left far corner when facing the bunker, in the tree with big stump at the back hillside wall, inside the base of the trunk. A good location to retrieve the TAC launcher in time is to start at the front right corner when facing the bunker, this part of the hill is within the boundary, and cut across diagonally to the far left corner, pick up the TAC, and come back diagonally to the front right corner, or just straight to the front of the hill and jump down to the top of the bunker.

The other is located on the side of the map with the VTOL underneath the cliff, on the hilltop above this highest cliff wall, on the right side when facing the wall, just left of the ridge with no trees, at the far tree, inside the base of the trunk. This TAC is the most difficult to get and requires using the resetting boundary timers in that area. Land at the front right of the hill, in the valley, go far to retrieve

the TAC. There will be a spot that you pass through that resets the timer to 7 seconds. Once the TAC is retrieved, try to go through this spot again as you come back to the front of the hill, or cut diagonally to the part of the cliff with the ledge.

They do not respawn.

White Sand: 1 TAC located above the playing map in the highest cliff, underneath the stationary Ceph Hunter (blue black spider), on the first ledge from the top, in the middle of the ledge, floating. Does not respawn.

No TAC Launchers: NK Secret Base, NK Training Base, The Factory, Twin Islands, TM Stranded, TM Terminal, Seafight, Bloodrun,

Learn maps

locations of

- Gauss APCs and Gauss tanks
- Gauss Rifles
- TAC Launchers
- C4
- Claymores
- MOAR Freeze Gun
-

Strategy

Your goal is to increase your team's kill/death ratio. Usually this is the same as increasing your k/d ratio, but not always.

If you are in a game of 5 v 5 and your four teammates are much better than you, you can sacrifice yourself to protect your teammates and increase your team's k/d ratio. For example, you spawn near a tank battle with four enemies against your two strong teammates. Your teammates are already damaged against four undamaged tanks. If you go into the battle, distract the four enemies, inflict some damage and be killed, you give your two teammates time to repair and kill all four enemies. Your k/d ratio is 0/1, but your team's is 4/1.

If you protect yourself, inflict damage from a covered position, survive, and your teammates are both killed while killing two enemies, your k/d ratio is 0/0, but your team's is 2/2.

1. Increase your k/d ratio.

As a beginner you will die a lot and your k/d ratio will be very low. Your goal is to increase the ways you can kill while decreasing the ways you can be killed. At first, focus on not dying. If there is one thing you do that always gets you killed, like running, stop doing this and find other ways to move.

Many of your kills result in you dying (k/d ratio 1/1). Choose one of these neutral attacks and try to find any advantages in your attack where you can protect yourself, with cover, teammates, or placing claymores. This will result in a positive k/d ratio.

As you get better at protecting yourself start to explore other ways of killing, like sniping, VTOLS, C4 placement. Your k/d ratio will go down temporarily as you try these new methods, but again look for improving your protection as you do these. In this example finding sniping locations that can't be hit with explosive rounds, using VTOLS high above Gauss tank range, and placing C4 on vehicles when there are no enemies nearby.

As you become a better player identify methods of attack that have a high k/d ratio and use them against weaker players for even better k/d results. Use your more protective attacks against better

enemy teams. Protect good teammates, support weak teammates. Conversely pursue weak enemies by yourself and use your team to gang up on strong enemies. Use your growing map knowledge to put yourself in positions that increase your k/d ratio.

When you have a strong k/d ratio, start trying other strong players methods of attack and identify unique skills you have and always use them. Try parts of the game you avoided as a beginner because you were weaker, like rifle combat, vtols, or sniping, and see if you can improve at those. If you start getting a lower k/d ratio in a game while doing these you can always go back to your strong k/d methods.

As you become a very strong player you want to become good at everything and feel good in any situation or part of the map.

2. Randomness in everything.

Once you become an advanced player and always play against other very good players, a way to increase your skill is using randomness in everything. Advanced Running was an example of this, but it applies to everything - rifle fighting, tank battles, VTOL flying, grenade throwing, C4 placement, and sniping locations.

When you are very familiar with maps you know the best ways to escape a situation. For example if you are running in an open area and one path to the building lets you survive 7/10 times, and another path 5/10 times, and a third 1/10 times, you almost always pick the one that lets you survive 7/10 times. But if you are playing against many advanced players, they will know you are going to choose this path and your deaths will increase. Even though the other paths are worse, choose them against other very good players, because they will not predict an advanced player will choose it and the enemy will fire a round at the best path. If you are playing a team of 5 players where only one is a very good player, do not use this strategy. Beginning and intermediate players will wait to fire the round, and not fire predicatively.

But when playing many good players use randomness in all of your playing. Pick a not very good place for sniping, make a few kills then move to a new location such as a preferred sniping spot with cover. Throw grenades at places other than where the enemy is, at places where they have a lower chance of hitting the enemy (because good players will move to those spots to avoid grenades in the best places). Park your tank in an odd place that's open to extra fire, and use this location for a little while and then go back to using the best locations for tanks. Place claymores in random places, fly your VTOL in random not-the-best ways, and run in random ways, to random places.

You won't completely change your strategy to using these less optimal places, but using randomness with excellent playing against very good players will increase your k/d ratio.

Being A Nice Player

This isn't necessary to increase your skill, but it's good to know.

When coming into the game, join the weaker side, the side with fewer players, and try to even the teams. This doesn't apply if you are a very beginning player with a very low k/d ratio and know you will lower your team's k/d ratio. This time period for a new player doesn't last long, but if you are one join the stronger team.

For everyone else, from beginners to very strong players, join the weaker side. Here are some examples:

Team 1: 240 score, 5 players (3 very strong players, 2 intermediate players). Team 2: 165 score, 4 players (1 very strong player, 2 intermediate players, 1 beginning player). Join Team 2.

Team 1: 240 score, 4 players (4 very strong). Team 2: 165 score, 5 players (2 intermediate, 3 beginning). Even though Team 2 has more players, the teams are uneven. Join Team 2. Don't be killed right after joining, and a beginning teammate will likely be killed and automatically switched to the other team by the game system.

Team 1: 240 score, 4 players (4 very strong). Team 2: 125 score, 6 players (2 intermediate, 4 beginning). The same is true even with a difference of 2 players between teams. Team 2 has more players, but the teams are uneven. Join Team 2.

This includes if, as in this example, the 4 players on Team 1 are from your country, are your favorite players, etc. It may be tempting to join all your country people, but join the weaker team, especially if that country has low ping.

If you are a very strong player and see the game becoming very uneven, switch to the other team even if the other team has more players. A more beginning player will be killed and switched. If during the game you are automatically switched to the other team and this will make the teams uneven, exit the game and rejoin your original team. A server timer sometimes prevents you from switching back in game immediately.

Other times to switch are when players leave the game and the teams become uneven from player count, skill, or both.