

By PforSlayer, MasonG7, and Studman14

This month our experts will discuss
some of their favorite net tactics

- If the opponent is running toward you, and you have a grenade or missile, shoot slightly toward the ground, therefore, it will usually damage him no matter what.
- Hide in the areas where the opponent doesn't expect, wait for him, and pop out when he has past, then FIRE!
- Hide in corridors. In big, open areas, you are easy to see.
- Learn to ambush your opponent. Find areas where you can hide in a protected spot. Shoot him when he comes around a corner.
- Don't ever underestimate an opponent. Even if he has just his fists, he can quickly kill you.
- Sidestepping is the most important move in the game. An accomplished player sidestepping will be immune to enemy fire and can still blast the enemy like mad. Keep moving and circle your opponent.
- Keep moving. Don't follow any pattern, keep zig zagging and dogging. Don't run in circles around the map; a wise opponent will time the pattern and ambush you.
- Don't be afraid of the open. If you stay alert you can dodge missiles and grenades easily. Often, you can lure your opponent into attacking by standing out in the open, and then hitting him when he doesn't expect it.

- Guard things like shield chargers, the hill, and weapon caches.
- If you have the ball, hide somewhere. Drop the ball, run out, kill your opponent, and pick the ball up again when he comes too close.
- Whatever you do, GET THE FLAMETHROWER FIRST!! It only takes a half-second burst to kill with it. If your opponent gets it, you'll die many times before he's out of ammo.
- Get to know the map you're playing on and its secrets before you play net. It helps alot.
- Don't be predictable, its very easy for people to remember your patterns and habits and use them against you.
- Be ready for anything, if you're suddenly confronted with an opponent, you'll want to be able to pull the trigger first.
- Always try to sidestep while your running. It not only makes your forward speed a little higher, but its also a good way to dodge fire and keep your target in sight.
- While turning corners side step around them, this way you won't be surprised if someone is waiting on the other side.
- Check behind you every once in a while. Its very possible someone fell in behind you and is moving in for the kill. If you know someone is following you, turn a corner and do a 180 degree turn. When your pursuer turns the corner, surprise him with a face full of lead.
- Another good tactic is to fire at a pursuing enemy while running backwards. Its a good way to keep your distance while still firing at the person. This is especially helpful when the other person has a Flamethrower.
- Its also helpful to know exactly where transporters transport to. It helps you navigate better but there's more to it than that. If you see an opponent stepping onto a transporter, aim for the place you know they will transport to, then kill them when they reappear. (Good on "Who Wants Some")
- While in a fight or seeing another player approach, duck out and come in around the back of your opponent. Helpful in House of Pain, 16th Parellel, and 5-D Space.
- Manipulating doors can help protect you and kill other players. If you suspect an opponent is plotting an ambush behind a door, open the door then shut it quickly. The opponent may have fired something at you, thus

shutting the door protects you and may cause a suicide on his part. If your opponent is still alive, open the door just long enough to fire a missile or grenade in, then close it quickly. There are variations to this tactic, experiment with them to see which works best.

Studman14's tactics:

The best thing about Marathon is that there is always room for improvement. These are a few of my best, net and game tactics, that have keep me alive while playing M2.

Tactics that start with a "•" will have films to show the tactics in action. The name of the film is then in *Italic*.

- Fusion Hunter: When fighting a hunter, the best weapon to use is the fusion gun. It kills them quickly and is easy to use. There is one problem some people forget about. When you kill a hunter with fusion, they explode, possibly hurting or killing you also. Stay at least 5 feet away from green hunters and at least 12 feet away from blue ones to be safe. When in combat, keep your finger on the sidstep key and run in circles around him. This way, he will keep shooting at you but you automatically dodge his shots.
- Fusion Juggernaut : The armor of a juggernaut is the same material as a hunters armor so juggernauts and hunters have the same weekness; Fusion! The juggernaut is basically a stupid pthor. On occasions, it will shoot its fire rings on both sides of you without hiting you. Take advantage of this and tool on him with the fusion. You can inflict the most damage on him by shooting 19 shots and chargeing the last one for maximum damage. As shown in the film, the last shot to kill him is a major fusion bolt.
- Trooper Circler Techinque: This is one of my personal favorites when it comes to fighting a trooper. Best used when there is no interfrance from other enemies, just you and your prey. Make sure you have plenty of space. In a narrow hallway, this techinque will not work. Stay far away and dodge his grenades. Slowly make your way toward him. When you know your close enough for him to start shooting bullets, then speed up. Circle around him using left/right (which ever you prefer) while holding the sidstep key of the opposite directon. Just keep holding these buttons, your running so fast around him he cant keep up with you and there for cant shoot you. You should circle him 2 to 3 to 4 times safely. The circleing acts like a funnel and so on the 5 time you circle him you run straight into him. He should still be a little dazed so take him out as soon as you connect with the AR bullets. This techinque is extreemely hard at first, but if you practice it, soon you'll get the hang of it.
P.S. You MUST be in a full run to accomplish this techinque successfully.