
Subject: COOL NEW CHARACTERS AND VEHICLES!
Posted by [Anonymous](#) on Wed, 19 Jun 2002 08:28:00 GMT
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Actually, I find that the sedan and Chameleon are very usefull.Sedans are good for parking almost in front of the MCT in the AGT, but so that you can still repair the building. this gives the attackers another obstacle, and you can leave it unmanned because it wont be a threat if the enemy is in a sedan inside the AGT.Sedans are also useful for if you are defending as a hotwire. Hop in the sedan to drive to buildings faster, and repair. Get back in, and drive over any SBH or other infantry. Be sure to repair the sedan.You can also use the sedan as a mobile bomb. If the enemy is setting up a flame rush, you can counter attack with 750 credits. Get a sedan, get a hotwire, pump it with mines, only on the front of the car though. Five mines should be enough. Drive at full speed towards the flames when they pass the center of the map, otherwise they might back up and repair. When you get IN the sedan, make sure you have your remote C4 in hand.When your sedan blows up, dump the remote C4, timed c4, and detonate the remotes. The other team will be stunned that one dinky sedan blew up half their flame fleet.The Chameleon works as a beautiful APC on snow and desert map. They blend in and are hard to spot, plus they are fast and can fit 5 ppl, and have a good amount of armor.The pickup truck is just cannon-fodder for snipers.Actually, the pickup truck is good for taking jumps over rocks, ledges, and other interesting stunts. On the map Fortress, I drove a pickup up the wall and into the guard tower. Took an SS, ill find it somewhere.
