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Subject: Tank Ram

Posted by [Anonymous](#) on Wed, 13 Mar 2002 18:29:00 GMT

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This is a fun tactic that is rather effective but requires lots of teamwork. You get a flame tank or 2 and 2 technicians that will NOT be riding in the tanks. You then fill up the front of the tank with proximity c4 (multiple runs to refill by techs) and then you do this until the front of the tank is covered in them and then rush the enemy base. If you end up running into enemy armour, there dead and you take no damage cause you didnt plant the c4. If you make it to the GDI gaurd tower then you ram it and it goes down instantly. One minor problem though, the buildings dont trigger the c4, you have to find a infantry unit that is close to the tank to trigger it while your at the enemy base. If you ram the front of it and there's an engineer repairing the MCT it will trigger. With a little team work and a bit of luck you can pull this off and it works like a charm.

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