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Subject: Breakdown of all the vehicles

Posted by [Anonymous](#) on Thu, 07 Mar 2002 19:20:00 GMT

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OK someone needed to do this, I'll go over all the vehicles and what I find them good for and ect, I'll also tell a combat story showing how I best use them. First GDI Humvee- Fasted GDI unit, most maneuverable, light armor is its major drawback, but in the hands of a good driver they are very effective. Combat Story- map was field- I took my humvee to the field, I supported my fellow mediums/mammoths/mrls, by driving so that if the enemy was to hit me none of the shots would come close to my teammates. I drew fire very effectively away in that game and got plenty of kills, I only lost the humvee twice in that game, because if any tank got close to u all ya gotta do is run away and your freinds will kill it. MRL-Light to medium armor fairly slow, packs a punch. MRLS can easily be killed my 1000\$ snipers and portable ion/raveshaw. Their main use is a long distance attacker which makes them vital support. Missles can kill infantry well. Comstory- Map with huge hill on it - I was up on the hill and I was helping destroy the obalisk, I positioned the MRL to the side so when the missles were fired they curved over and headed toward the obalisk, this effecivly made some players shoot toward the side of the mtn' on that map. APC- Fairly fast, not as maneuverable as humvee but can carry 5 other people in them. Main disadvantage is lack of maneuverability. CS- under- due to my freindlies I got past the obalisk with armor still remaining, I droped off my buddies by the power plant and then I caused much disarry by running people over before they got in their tanks. Medium tank- most average tank in game, combines firepower, with a decent speed and maneuverability. My GDI tank of choice because it can server many purposes CS- Map were gdi can hit the tiber field. I went the long way around, I was supporting a mammie and a humvee, that made for a formidable strike force. We layed waste to the NOD airstripe. Mammoth tank- Most expensive unit in the game, slowest, most armor, lots of firepower, 2 different fire modes. The main guns are good at taking out armor, the missles are good at infantry, and I must stress this, THE MISSLES DONT HAVE UNLIMITED RANGE THEY BLOW UP AT ABOUT 100 FT!!!! Main advantage is the same as its disadvantage, pycological weapon. The player thinks they are invincible they can easily be overwhelmed and people dont like to lose them, ememy thinks that a mammoth is invincable, but still want to do as much damage as possible. CS-city- My team was extreamly rich, everyone had a mammoth, we all charged at once and ruled the day, lost one or 2 but thats wat it takes to kill the enemy base. NOW FOR NOD Most are similar to that of GDI so no combat storys (CS) for those Buggy- almost the same as Humvee but its a bit cheaper and it has less armor and health. But I do believe it is faster and that speed ive used to win 1 on 1 with a humvee. APC- same in almost all respects ARtilary- slowest nod unit, very effective its role matches that of a MRLS CS- Under- I sat atop the smaller foothill and just devistated any GDI that came outside. Flame tank- moreless the average unit for nod, very short range, but is awesome at taking out armor and buildings. They have a decent amount of armor themselves and as said in other topics work well in groups, but are vularnable in infantry. CS- Canyon- My team had taken out the GDI war factory very early in the game which gave us a decisive advantage, although they only had infantry they killed out harvester often so \$ was hard to comby, wen we did have the \$ we chrged in and showed them whose boss. Light tank- ligher armor than medium but has more maneuverability. this is one of my favorite tanks in the game cause it can avoid tank shells easily. CS- Under- I was shooting at a mammie on the small foothill is was dodging its shots left and right, with the help of a nice little rock, the mammies was eventually killed and I almost lost all my armor points Stealth Tank- my most favorite unit in the game period. This thing in the hands of an expert is lethal. Its speed and maneuverability, stealthness, and light armor contribute to how its good for hit and run attacks. There missles like

the mammoth can only go so far. (I say that cuz I saw some morons shoot at the AGT atop the hill on that one map and they didnt come close to hitting it) Good for running people over. CS-Hourglass- a few mammies were camped up atop the hill, I ran up their got about 6 shots off and then I ran back down the hill when I started taking some damage. I repeated to process a few times and eventually got the mammies. Also for another CS-field- I used the same tactice said earlier for the humvee which works very well. Post wat u think I got wrong and your own opinions

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