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Subject: Nod has a Mammoth Tank???

Posted by [Anonymous](#) on Tue, 30 Jul 2002 04:04:00 GMT

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Sneaking up behind other tanks to destroy them isn't that simple. I especially mean the 'by the time he was able to turn around and shoot'-part. When vehicle cam is locked to turret they can turn that barrel one second or less. Since I locked my vehicle cam to the turret i never wanted it any other way. I believe there's already a topic about vehilce cam position. In a good teamwork game the engi will let you know when he's killed. And if you just peep at your hp/armor once in every few seconds you'll surely notice in time that your repairs are gone. It's also a good plan to check his name so you can spot the message saying he got killed. So that's three ways to notice you're on your own. All you are telling is not very new and innovating but nevertheless, thanks for sharing and keep it up. Justifier

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