
Subject: Re: stop the tanks

Posted by [flyingfox](#) on Thu, 16 Jun 2005 18:02:20 GMT

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I suppose if you took 2 teammates and you were all flamers, you planted all your c4 then flamed it down....the mammoth is slower than the soldier but the game i'm talking about was only a small one.

It would be cool if there were an option for no repairing of tanks. would see some different gameplay there...

EDIT: Hey you could probably do this....if there's a server side armor.ini you could just set all the values of "Repair" to a scale of 0.0. I reckon it's client side though
