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Subject: Re: This Would Be A Good Thing To Do If.....  
Posted by [f100d3d](#) on Sat, 25 Nov 2006 05:49:09 GMT  
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Sniper\_De7 wrote on Mon, 20 November 2006 16:42 Warriors wrote on Mon, 20 November 2006 14:52 f100d3d wrote on Mon, 20 November 2006 13:35 If you feel it wise to risk the crate, then why wouldnt you just throw timed c4 on your vehicle? That way if you die or get a vehicle and return to base ... your empty vehicle would be destroyed by the time someone got in it. That's what I do.

And I would come along and disarm that c4 or repair the wreck.

You obviously wouldn't get out of a vehicle to get a box if there was an enemy some few feet away..., It takes probably like 2 seconds to get to the second c4 thrown and then another maybe 3 seconds to get to the box or roughly that, that leaves someone with 25 seconds if they were RIGHT next to the tank. The question is why would someone get out of their vehicle if an enemy is right next to them. So say he gets out only if there isn't any enemies around or at least there's one but is a good 20 seconds away, that leaves the enemy to go to the tank, and disarm the c4 in 5 seconds, only, you don't want to get to close because if you do you might die as well and then you'd have an empty tank on the field. Not only that but how do you know which c4 to disarm first because if you tried disarming the first c4 that was placed and missed it you would have no chance of saving it, so even IF you were 20 seconds away, it'd be a shot in the dark to saving it, even still i just highly doubt they're going to find the c4 instantly because there are times when the c4 just disappear and are impossible to disarm,

That's also considering he saw me doing all of this. Most of the time I consider the events of the map. If things are slow and I have something to gain by a retarded crate (ie. when the game starts and no one has anything) then I'd just whip my c4 on it just as soon as I got out of the vehicle - and probably on the top of it so you couldn't repair it even if you spawned on my head.

Sniper\_De7 wrote on Mon, 20 November 2006 16:42  
as for wrecks, well - I think they're retarded and I hate every server that has them, because it ruins the purpose of rushing if you can just lose all of your vehicles because you attempted to rush. Not only that it's just a stupid idea because a tank is supposed to die when it dies. if you want to add health to a tank then add health don't give it some shitty wreck that the other team can steal.

I hate wrecks. And you will never find them on any server that I have control over. With every engine and game modification that is added the dynamics of the game change and strategies have to be reconsidered. And like de7 said, if it becomes a "collectibles" competition - the tank war is over and a 12v12 becomes an infantry gangbang in the tunnels. Btw, a little tip for anyone that plays on RenUnderground ... avoid the crates. I'm not a big fan of them so I usually wire them up with nuclear bombs.

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