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Subject: Hummer and Buggy...

Posted by [EatMyCar](#) on Thu, 05 May 2005 13:21:10 GMT

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Such underused units..but,why? ok,so the buggy's armor isnt exactly great,but they can have good use if you are Nod in field,and GDI has control of the field,Not that you win anyway,but you can usually pick off a med,MLRS(NOT MRLS!!!),or, if you are lucky,an APC.(keep pushing it toward the Nod base,and away from its own base. anybody else ever do this?

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Subject: Hummer and Buggy...

Posted by [mision08](#) on Thu, 05 May 2005 14:07:54 GMT

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Your going to take out a med with a buggy?

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Subject: Hummer and Buggy...

Posted by [flyingfox](#) on Thu, 05 May 2005 15:28:39 GMT

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that would work if GDI didn't lock their vehicle cameras to their turrets (like the game should be). as it stands, i don't see how your buggy would last more than 15 seconds :-\

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Subject: Hummer and Buggy...

Posted by [Spoony\\_old](#) on Thu, 05 May 2005 17:52:45 GMT

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flyingfoxthat would work if GDI didn't lock their vehicle cameras to their turrets (like the game should be). as it stands, i don't see how your buggy would last more than 15 seconds :-\ Fifteen seconds is a hell of a long time for a buggy to last against a med tank. Five seconds, maybe.

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Subject: Hummer and Buggy...

Posted by [gufu](#) on Thu, 05 May 2005 20:12:18 GMT

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Fall down and make it 3 seconds!

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Subject: Hummer and Buggy...

Posted by [gufu](#) on Thu, 05 May 2005 23:49:49 GMT

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I love use buggy to destroy hotties and enginirs around mammoths!

---

Subject: Hummer and Buggy...

Posted by [c0nFuZ0r](#) on Fri, 06 May 2005 06:47:56 GMT

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guful love use buggy to destroy hotties and enginirs around mammoths!

---

Subject: Hummer and Buggy...

Posted by [gufu](#) on Sun, 08 May 2005 02:37:01 GMT

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And they awesome Decoy if you have sakuras and Ravenshaw in tunnels!

---

Subject: Hummer and Buggy...

Posted by [JPNOD](#) on Sun, 08 May 2005 19:39:56 GMT

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gufuAnd they awesome Decoy if you have sakuras and Ravenshaw in tunnels!

---

Subject: Hummer and Buggy...

Posted by [Spart2090](#) on Mon, 09 May 2005 18:50:21 GMT

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Actually they are rather good against tanks if you use them properly, all you have to do is move back and forth and avoid there projectiles, but don't just keep going the same way or he will be able to shoot ahead and get ya. The key is to keep moving. it works better with APC becuz you can take a couple hits.

---

Subject: Hummer and Buggy...

Posted by [gundar](#) on Tue, 10 May 2005 13:26:33 GMT

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They are good to get to defend the harvy against inf rush if you are fortunate enough to get a cash crate, otherwise I just use them to get my sniper to his spot quicker then I blow it up, otherwise i just save cash for an APC.

---

Subject: Re: Hummer and Buggy...  
Posted by [mrpirate](#) on Tue, 10 May 2005 20:43:20 GMT  
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EatMyCarMLRS(NOT MRLS!!!)  
Mobile Locket Raucher System?

---

Subject: Hummer and Buggy...  
Posted by [Spoony\\_old](#) on Tue, 10 May 2005 21:29:19 GMT  
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He's thinking of Tiberian Sun's Multi-Launching Rocket System.

---

Subject: Hummer and Buggy...  
Posted by [CackBoy26](#) on Wed, 11 May 2005 00:24:37 GMT  
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???

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Subject: Hummer and Buggy...  
Posted by [Sniper\\_De7](#) on Wed, 11 May 2005 02:18:40 GMT  
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why is he talking about tiberian sun MLRS and renegade Buggies?

---

Subject: Hummer and Buggy...  
Posted by [gundar](#) on Wed, 11 May 2005 12:03:38 GMT  
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MRL= Mobile Rocket Launcher  
MRLS= more than one mobile rocket launcher

On field, if gdi has control of the field, which means more than likely 3 or more meds and a few MRLS and you go out there with a buggy you will be turned into pulp in a matter of seconds. If you can take out a med with a buggy you are truly skilled and I have never seen it done, I personally have taken out a med with an APC but never with a buggy.

---

Subject: Hummer and Buggy...  
Posted by [mrpirate](#) on Wed, 11 May 2005 19:47:46 GMT  
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MRLS - Mobile Rocket Launcher System, as seen on the Renegade Purchase Terminal/HUD.

And destroying a Medium Tank with a Buggy or an APC doesn't mean much except that the person in the tank sucks.

---

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Subject: Hummer and Buggy...

Posted by [Nukelt15](#) on Wed, 11 May 2005 21:08:06 GMT

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Only if the tank driver is asleep. It takes too long to chip away at tank armor with the mounted machine gun; by the time you do any appreciable damage the tank will either have blown you to bits, or barring that retreated to a place where you can no longer hit them. You, driving the weakest ground units in the game, do not have the armor to pursue nor the firepower to delivery a quick finishing blow.

Buggies and Hummers aren't all that useful after the first minute or two anyway, aside from the occasional quickie-cheapie back-of-HoN/back-of-WF raid on City. APCs have more armor (and heavier armor, which makes them less prone to be taken out by...oh, say, some halfwit with a n00bjet halfway across the map), greater carry capacity, and are more maneuverable. If you are going to run anti-infantry or suppression fire in anything with a machine gun, take an APC.

---

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Subject: Hummer and Buggy...

Posted by [Goztow](#) on Thu, 12 May 2005 09:58:54 GMT

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Some persons that use buggies/hummers in the middle of the game:

- point whores. Hummers and buggies don't give away much points but can get quite a lot.
- people with sniper/pic or rave that want to have a big action radius. I use it often on mesa cause it's a long way on foot from one side to another
- n00bs who have no money and don't wanna wait till they get some

Every unit has its use! I can't say there's one I never used...

---

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Subject: Hummer and Buggy...

Posted by [Sniper\\_De7](#) on Thu, 12 May 2005 11:02:01 GMT

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Once on my team, when the hand was down(on field), we had 5 humvees in the field and we raped whatever vehicles came. ie when a flame tank came and was going for a specific humvee, another one would bump the flame tank and then drive off.

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Subject: Hummer and Buggy...

Posted by [Goztow](#) on Thu, 12 May 2005 13:15:17 GMT

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lol flamers aren't exactly the biggest range-units .

---

Subject: Hummer and Buggy...

Posted by [gufu](#) on Thu, 12 May 2005 21:36:29 GMT

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Hammers and buggys can be used to move engineers quickly to the rush point(On under)

---

Subject: Hummer and Buggy...

Posted by [flyingfox](#) on Thu, 12 May 2005 21:55:19 GMT

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---

gufuHammers can be used to move engineers quickly to the rush point(On under)

yup, sure can...

I don't think any engineer would like to be under the wrath of a hammer for disobeying.

---

Subject: Hummer and Buggy...

Posted by [King Elessar](#) on Sun, 15 May 2005 01:24:58 GMT

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De7 might also remember a game on Under, where a team of gse people and some others camped the nod entrance with humvees for at least 20 minutes.

SO THERE'S YOUR USE

The only time I really ever use humvee/buggy in clanwars is at the start of complex gdi, to keep the first art busy.

---

Subject: Hummer and Buggy...

Posted by [blink\\_182](#) on Tue, 17 May 2005 02:27:45 GMT

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I use hummers for sbh/nuke patrol on non def. maps, such as Islands. I usually put remotes on it to destroy it if a sbh or someone takes it while I'm out of it.

---

---

Subject: Hummer and Buggy...

Posted by [Nukelt15](#) on Tue, 17 May 2005 20:58:39 GMT

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I prefer not to take that risk- when I get out, it dies, whether there's enemies around or not. There's always a chance that you'll be killed before you can set off the remotes, so it is better to destroy the vehicle as soon as you get out.

Or, even better, wait to get 500 credits, buy an APC, and take enough people with you so that you never have to get out in the first place.

I won't deny that Buggies and Hummers have their uses, but the APC is superior in every single way except that of the purchase cost. There is absolutely no reason, if you have the credits, to use either vehicle (unless, of course, you have captured it from an enemy and are holding it to block one of their vehicle slots).

---

Subject: Hummer and Buggy...

Posted by [BumishBk](#) on Wed, 18 May 2005 02:31:11 GMT

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Why are there so many replies to this topic? Buggys have very few uses and the ones they are used for are only in specific situations.

---

Subject: Hummer and Buggy...

Posted by [blinky\\_182](#) on Thu, 19 May 2005 03:14:20 GMT

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As for not having time to get the remotes off of I make sure I have the time to set them off, and that the vehicle is not right in front or behind me. Plus, I usually kill the sbh before I even get out to disarm. I know there is still the risk, but I detonate if I hear someone get into it.

As for rushing I kill it as soon as I can. Humvees/buggys are useful for early rushing on non. def maps, also on city. But, apcs are a better choice if you can afford one in early game.

---

Subject: Re: Hummer and Buggy...

Posted by [sterps](#) on Mon, 17 Oct 2005 03:12:56 GMT

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mrpirate wrote on Tue, 10 May 2005 16:43EatMyCarMLRS(NOT MRLS!!!)  
Mobile Locket Raucher System?

In real life it is called the MLRS - Multi Launch Rocket System.

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Subject: Re: Hummer and Buggy...  
Posted by [Lijitsu](#) on Mon, 17 Oct 2005 11:37:44 GMT  
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You of all people should know to not bump old threads.

---

Subject: Re: Hummer and Buggy...  
Posted by [karmai](#) on Mon, 17 Oct 2005 14:00:31 GMT  
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steps wrote on Sun, 16 October 2005 23:12m  
pirate wrote on Tue, 10 May 2005 16:43  
EatMyCarMLRS(NOT MRLS!!!)  
Mobile Locket Rauncher System?

In real life it is called the MLRS - Multi Launch Rocket System.  
well in a game where little invisible men run around in invisible tanks and tanks that shoot out flames.. I dont think we're playing a game that resembles "real life"

---

Subject: Re: Hummer and Buggy...  
Posted by [mision08](#) on Mon, 17 Oct 2005 21:36:16 GMT  
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---

I believe, flame tanks were used back in WWII, and that MRL has one less letter than MLRS. No, I am sure that there is one less letter.

---

Subject: Re: Hummer and Buggy...  
Posted by [Lijitsu](#) on Mon, 17 Oct 2005 22:05:45 GMT  
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We didn't have Flame Tanks, just Flame Throwers and Flame Strikes. Close enough, but not quite it.

---

Subject: Re: Hummer and Buggy...  
Posted by [karmai](#) on Mon, 17 Oct 2005 23:31:19 GMT  
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The point is that the game isn't intended on being realistic.. It isnt called an MLRS, its an MRLS.. Mobile Rocket Launching System... in this FICTIONAL game.

---

Subject: Re: Hummer and Buggy...

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Posted by [Spoony\\_old](#) on Tue, 18 Oct 2005 00:18:10 GMT

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The Renegade vehicle is called the MRLS.

The Tiberian Sun vehicle is called the MLRS.

In real life, I don't know. So if you are referring to a Tib Sun hover rocket thingumybob, say MLRS. If you're referring to the one in Renegade, say MRLS because it's an MRLS.

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Subject: Re: Hummer and Buggy...

Posted by [MrWiggles](#) on Tue, 18 Oct 2005 19:50:54 GMT

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ROFL MOBILE ROCKET LAUNCHING SPOOM! it does 800 damage and corrects your spelling and grammar, sometimes even critical hits you with a word you dont understand

---

---

Subject: Re: Hummer and Buggy...

Posted by [mision08](#) on Sat, 22 Oct 2005 08:38:26 GMT

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I personally call it an MRL. On the in-game chat, MRLS to me would be plural. I use short "MRL right" for re-con messages when possible.

There were flame tanks in WWII the USA used them to run Germans out of Bulkheads, or I guess just cook them.

Flame tank

From Wikipedia, the free encyclopedia.

Jump to: navigation, search

Flame tank is a military term for a tank equipped with a flamethrower.

The flame tank concept is designed to supplement a combined arms attack against fortifications or other obstacles. They only reached significant use in World War II, where the USA, USSR, Germany and the UK all produced flamethrower-equipped tanks.

A number of methods of production were used. Typically they were modifications (either field or factory) of existing tank chassis. Flamethrowers were either modified versions of existing infantry flame weapons (Flammpanzer I and II) or specially designed (Flammpanzer III). They were mounted externally (Flammpanzer II), replaced existing machine gun mounts, or replaced the tank's main armament (Flammpanzer III). Ammunition for the flame weapon was either carried inside the tank, in armoured external storage, or in some cases in a special trailer behind the tank (Churchill Crocodile).

Flame tanks were of great use attacking fortifications or infantry in short range assault or urban environments. They overcame the extreme vulnerability of man-portable flamethrowers, and could



develop greater range. However, in an open battlefield, the flamethrower was virtually useless because of its short range.

Experience of combat use of flamethrower tanks was mixed. German flamethrower variants of Panzer II and Panzer III were both discontinued due to unsatisfactory performance and converted into assault guns or tank destroyers. The Panzer IV was never converted into a flame variant, despite being used for just about every purpose imaginable on the battlefield.

The mixed results were in part due to the development of infantry anti-tank weapons. At the start of the War most infantry units had weapons with some effectiveness against armoured targets at ranges of 30 to 50 metres, like anti-tank rifles. Towards the end of the War, more powerful anti-tank weapons like the bazooka, Panzerschreck and PIAT were introduced which were fatal to tanks at ranges longer than the tank's flamethrower could reach.

#### Examples

Second World War:

M4A3R3 Flamethrower, a M4 Sherman tank variant.

Churchill Crocodile

Badger - Canadian Ram tank adapted with flamethrower.

Give me the one with the trailer. Forget about carrying 300 gal of fuel in the back seat.

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Subject: Re: Hummer and Buggy...

Posted by [Lijitsu](#) on Sat, 22 Oct 2005 12:51:12 GMT

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I stand corrected, however I'll turn right back around and correct you. It's recon, not re-con. Recon stands for reconnaissance.

---

---

Subject: Re: Hummer and Buggy...

Posted by [mision08](#) on Mon, 24 Oct 2005 05:34:14 GMT

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Thank You, I will take that under advisement. It is clear to me how you would be appointed the position a forum etiquette judge.

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Subject: Re: Hummer and Buggy...

Posted by [Deathgod](#) on Tue, 25 Oct 2005 06:19:27 GMT

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Lijitsu wrote on Sat, 22 October 2005 08:51 I stand corrected, however I'll turn right back around and correct you. It's recon, not re-con. Recon stands for reconnaissance.

---

It's reconnaissance (1 C, 2 Ns), since we're correcting everyone.

---

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Subject: Re: Hummer and Buggy...

Posted by [Lijitsu](#) on Tue, 25 Oct 2005 15:08:34 GMT

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Deathgod wrote on Tue, 25 October 2005 02:19Lijitsu wrote on Sat, 22 October 2005 08:51I stand corrected, however I'll turn right back around and correct you. It's recon, not re-con. Recon stands for reconnaissance.

It's reconnaissance (1 C, 2 Ns), since we're correcting everyone.

I used Dictionary.com as my basis, but the spell check here seems to believe that both are pliable answers.

---

---

Subject: Re: Hummer and Buggy...

Posted by [Renerage](#) on Wed, 26 Oct 2005 00:46:13 GMT

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Lijitsu wrote on Tue, 25 October 2005 11:08Deathgod wrote on Tue, 25 October 2005 02:19Lijitsu wrote on Sat, 22 October 2005 08:51I stand corrected, however I'll turn right back around and correct you. It's recon, not re-con. Recon stands for reconnaissance.

It's reconnaissance (1 C, 2 Ns), since we're correcting everyone.

I used Dictionary.com as my basis, but the spell check here seems to believe that both are pliable answers.

Maybe different countries = diff spellings? like color and colour?

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Subject: Re: Hummer and Buggy...

Posted by [SuperMidget](#) on Wed, 26 Oct 2005 21:28:28 GMT

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Here's an idea: Who CARES?!

It's just a game people. MRLS is the proper abbrev for GDI's unit.

KAY-RIST!

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Subject: Re: Hummer and Buggy...

Posted by [Luigi30](#) on Mon, 07 Nov 2005 14:42:34 GMT

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The only thing I use the buggy for is getting past the AGT to C4 the MCT in smaller games.

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