
Subject: Selfrepair in under(But with possible damage!)

Posted by [gufu](#) on Mon, 23 May 2005 00:32:11 GMT

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Get in middle of tiberium field. Get out behind a "rock"(or a terrain deformatin? whatever) You wont get hurt! And.....no SBH.

Pretty lame but usefull thing to do!(unless someone gonna snipe you!so tank would be avabile for chem warriors!)

Subject: Selfrepair in under(But with possible damage!)

Posted by [BumishBk](#) on Mon, 23 May 2005 00:36:44 GMT

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I don't understand the point of doing this would be.

Subject: Selfrepair in under(But with possible damage!)

Posted by [csskiller](#) on Mon, 23 May 2005 00:49:12 GMT

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He means parking your tank in the small patch of land in the middle of the tiberium field so your tank wont get jacked.

But why don't you just drive all the way back if you are going back anyways?

Subject: Selfrepair in under(But with possible damage!)

Posted by [Nukelt15](#) on Mon, 23 May 2005 00:49:48 GMT

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Easier solution to the problem of getting hijacked: don't repair in the freakin' field. SBHs are not the only risk- plenty of people lose their vehicles to ordinary, 100% visible characters all the time. Find a nice spot in your base where there is little activity, jump out, and start repairing. To be extra safe, jump in and out every few seconds.

Subject: Selfrepair in under(But with possible damage!)

Posted by [Spoony_old](#) on Mon, 23 May 2005 00:59:54 GMT

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I always heal my tank in a tib field if it needs healing, no matter what map.

Subject: Selfrepair in under(But with possible damage!)

Posted by [Nukelt15](#) on Mon, 23 May 2005 01:06:37 GMT

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With the number of vacant/stolen vehicles I've seen in wide open maps since I started playing again, I've been giving some thought to picking up my old policy of blowing up anything in the field with no driver. So far, just sitting next to whoever is repairing seems to help a bit. The number of people who will jump out when they KNOW there are multiple snipers and other enemy infantry around is, to say the least, mind-fuckingly amazing.

And people really, really need to get it through their heads that Nod is NOT immune to losing vehicles to theft. I've seen wa-a-a-ay too many 'jacked lights and flamers, even arties and stealth tanks...and I've stolen my share of them as well. If you aren't going to be careful with your vehicle, you ought not to buy it in the first place.

Subject: Selfrepair in under(But with possible damage!)

Posted by [Majiin Vegeta](#) on Mon, 23 May 2005 01:42:42 GMT

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here's a tactic for SBH!

wait on the little rock and sometime sometwat will come to it and get out

Subject: Selfrepair in under(But with possible damage!)

Posted by [Sniper_De7](#) on Mon, 23 May 2005 11:22:55 GMT

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You can easily just shoot at the rock if you wanted to test for SBHs. Anywho I always repair my tank in the field. Just people don't always think of the best way of doing this. The majority of the renegade population sits outside his tank and repairs it till it's full. If you're going to repair your tank in the field, You should

- 1) repair about 100 dmg to it every time. [This way a sbh would have to be really close to be able to steal it (which you would be able to see if he was that close)]
 - 2) If you need to repair to full the best spot for doing this on any maps like field or under is the tibfield, regardless if you're on the rock or not in Under. Even if SBH's try to get in you'll see them before they reach your tank (I usually still get back in every now and then just to check) You have 300 HP with a tech so that'll buy you a lot of time, eventually you can go back to base with your med tank if you have too low of health (or blow up your tank and kill yourself because if you lasted that long you probably have enough for more than 1 med.)
-

Subject: Selfrepair in under(But with possible damage!)

Posted by [stealthkiller](#) on Wed, 25 May 2005 02:12:32 GMT

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Stealing NOD vehicles is a fav pasttime of mine, but I usually only do it on non-defense maps. Get

a sniper, wait for the cargo plane to come as a signal, and snipe the customer. Cakewalk.

Subject: Selfrepair in under(But with possible damage!)

Posted by [Jzinsky](#) on Thu, 26 May 2005 13:00:12 GMT

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stealthkillerStealing NOD vehicles is a fav pasttime of mine, but I usually only do it on non-defense maps. Get a sniper, wait for the cargo plane to come as a signal, and snipe the customer. Cakewalk.

Funny to do, a right arse to be a victim of...

If the map's not big, I go back to base, otherwise I repair in field for a count of 3, move and repeat..

Subject: Re: Selfrepair in under(But with possible damage!)

Posted by [stealthkiller](#) on Mon, 06 Jun 2005 02:38:48 GMT

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Sniper_De7 wrote on Mon, 23 May 2005 07:22

- 1) repair about 100 dmg to it every time. [This way a sbh would have to be really close to be able to steal it (which you would be able to see if he was that close)]
 - 2) If you need to repair to full the best spot for doing this on any maps like field or under is the tibfield, regardless if you're on the rock or not in Under. Even if SBH's try to get in you'll see them before they reach your tank (I usually still get back in every now and then just to check) You have 300 HP with a tech so that'll buy you a lot of time, eventually you can go back to base with your med tank if you have too low of health (or blow up your tank and kill yourself because if you lasted that long you probably have enough for more than 1 med.)
- True, but if an sbh comes from behind, you wont see him.
-

Subject: Re: Selfrepair in under(But with possible damage!)

Posted by [Sniper_De7](#) on Wed, 08 Jun 2005 11:44:30 GMT

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stealthkiller wrote on Sun, 05 June 2005 22:38Sniper_De7 wrote on Mon, 23 May 2005 07:22

- 1) repair about 100 dmg to it every time. [This way a sbh would have to be really close to be able to steal it (which you would be able to see if he was that close)]
- 2) If you need to repair to full the best spot for doing this on any maps like field or under is the tibfield, regardless if you're on the rock or not in Under. Even if SBH's try to get in you'll see them before they reach your tank (I usually still get back in every now and then just to check) You have 300 HP with a tech so that'll buy you a lot of time, eventually you can go back to base with your med tank if you have too low of health (or blow up your tank and kill yourself because if you lasted that long you probably have enough for more than 1 med.)

True, but if an sbh comes from behind, you wont see him.

Which are you pertaining to? Because if you're talking about repairing in the middle of the tibfield then unless you're standing absolutely still and looking like a zombie then yes, an sbh will steal your vehicle. If you're tlaking about the 100HP thing then the sbh would have to be almost exactly near you --> near enough that you would see him with your med.

Subject: Re: Selfrepair in under(But with possible damage!)

Posted by [stealthkiller](#) on Thu, 09 Jun 2005 18:21:35 GMT

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- 1) Yea I guess it would depend on where you're waiting at as well as if the person repairing is an engie or a hottie (repair speed)
 - 2) Most people move around a lot when repairing, but generally keep their back facing a certain area.
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