
Subject: stop the tanks

Posted by [tech1664](#) on Sat, 11 Jun 2005 16:14:32 GMT

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are there any way of stoping enemy tanks with nod basic infantry

Subject: Re: stop the tanks

Posted by [Creed3020](#) on Sat, 11 Jun 2005 16:25:13 GMT

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We need an audio file of this...lol

You can use flamethrowers and timed C4 to destroy tanks with basic infantry. A group of engineers might also be able to successfully plant timed and remote C4's to destroy an enemy vehicle.

Subject: Re: stop the tanks

Posted by [tech1664](#) on Sat, 11 Jun 2005 17:30:19 GMT

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oh ty how do u take audio files

Subject: Re: stop the tanks

Posted by [flyingfox](#) on Sat, 11 Jun 2005 17:54:43 GMT

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Replace "might be able to" with "not possible against opponents with any intelligence" and you'll be about right.

Subject: Re: stop the tanks

Posted by [tech1664](#) on Sat, 11 Jun 2005 19:22:36 GMT

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lol

but seriously how do u make audio files

Subject: Re: stop the tanks

Posted by [csskiller](#) on Sat, 11 Jun 2005 23:34:09 GMT

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as in 'make audio files' you mean record your voice:

- 1) Plug in your microphone
 - 2) Get an audio recording program (audacity can do this)
 - 3) Figure out the program
 - 4) Save
-

Subject: Re: stop the tanks

Posted by [tech1664](#) on Sun, 12 Jun 2005 10:53:55 GMT

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csskiller wrote on Sun, 12 June 2005 00:34as in 'make audio files' you mean record your voice:

- 1) Plug in your microphone
- 2) Get an audio recording program (audacity can do this)
- 3) Figure out the program
- 4) Save

no i mean like make a short motion picture of the attack

Subject: Re: stop the tanks

Posted by [danpaul88](#) on Sun, 12 Jun 2005 16:32:37 GMT

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to take out tanks with nod infantry get a flamethrower and make a nuisance of yourself, dodging around the vehicle as it tries to run you over.....try 2 throw your c4 on it as well

but any smart opponent would stay away from doorways and shoot any flamethrowers and engis coming near..

Subject: Re: stop the tanks

Posted by [Creed3020](#) on Sun, 12 Jun 2005 19:23:00 GMT

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I was referring to something more along the lines of "All your Base belong to us" type of audio file...lol

Subject: Re: stop the tanks

Posted by [flyingfox](#) on Sun, 12 Jun 2005 21:21:12 GMT

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danpaul88any smart opponent would stay away from doorways and shoot any flamethrowers and engis coming near..

this is what i'm talking about. On most maps, if they sit where you can't sidesneak you'll have to run a large circle round the map to get to him from behind, by which time you've probably lost a structure or 2 and gotten killed yourself along the way.

it's what I hate about rene. I remember one game on C&C terrace where we had no cash and there was a mammoth sitting near the hand pounding it to pieces. Nobody could destroy the damn thing because we had no money, and the driver was just too good and saw us all coming. his tusk missiles wasted us in like 2 shots apiece. We tried to flank it but there were snipers all over the place and we could hardly leave a building without being sniped (before you say it, they were on hills so far away so we couldn't kill them; ala poor map design). And when somebody miraculously got to it from behind, the driver would destroy the sneak then just repair the damage. Lame. The mammy never died. And the whole vendetta lasted like 20 minutes before they finally got the hand. It also happens sometimes on under when you lose the ob/ref. Unfair IMO and I wouldn't do it to a team in the same position.

Though, both teams should have a free rocket launcher soldier available after they've lost their barr/hand to combat this shit. Maybe clue some of you in to why people leave a lot when they lose their HON; the Nod basic infantry plain suck.

Subject: Re: stop the tanks

Posted by [tech1664](#) on Sun, 12 Jun 2005 22:37:33 GMT

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lol nice story

Subject: Re: stop the tanks

Posted by [tech1664](#) on Sun, 12 Jun 2005 22:50:07 GMT

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Subject: Re: stop the tanks

Posted by [Spoony_old](#) on Mon, 13 Jun 2005 00:10:28 GMT

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tech1664 wrote on Sun, 12 June 2005 18:50

I can't believe you actually posted that.

Subject: Re: stop the tanks

Posted by [csskiller](#) on Mon, 13 Jun 2005 03:19:54 GMT

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I dont think he realises that we can't see the picture.

Subject: Re: stop the tanks

Posted by [tech1664](#) on Mon, 13 Jun 2005 10:28:27 GMT

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i do now cos i can't see it on dis comp

Subject: Re: stop the tanks

Posted by [Goztow](#) on Mon, 13 Jun 2005 11:14:10 GMT

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don't loose your warf...

There are very little people that are intelligent enough to stop 8 smart players with basic infantry from destroying a mammy . I think the fun only begins when the warf or air goes down, but then u'd preferably still have the refinery .

Subject: Re: stop the tanks

Posted by [flyingfox](#) on Mon, 13 Jun 2005 12:35:59 GMT

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you don't actually need to be much good at the game, all you need to do is keep some distance and you'll kill everyone coming. This was evidenced in one game a couple months ago when a jackass noob did it to us on Under and repaired his vehicle whenever anyone got c4 on. he wasn't even that good of a player and we'd have killed him easily with a few high class soldiers. Every time I went through the tunnel and round behind him, I'd damage his vehicle, then he'd spot me, I'd die and he'd just repair, rinse, lather and repeat. So for the last 15 minutes of the game it was unkillable. he just laughed when i called him on it. what a F00KER. i just don't get why people have to take advantage of you having no hand of Nod to the point where they're being plain annoying. it's not like we don't know of the power the mammy has. Notice the GDI never suffers the same as Nod because they've got the grenade officer, and no Nod vehicle is as highly armoured as the mammy.

Subject: Re: stop the tanks

Posted by [tech1664](#) on Tue, 14 Jun 2005 17:50:20 GMT

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Subject: Re: stop the tanks
Posted by [flyingfox](#) on Wed, 15 Jun 2005 12:44:53 GMT
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Subject: Re: stop the tanks
Posted by [tech1664](#) on Wed, 15 Jun 2005 14:48:07 GMT
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oh that guys not me

Subject: Re: stop the tanks
Posted by [flyingfox](#) on Thu, 16 Jun 2005 11:29:36 GMT
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Subject: Re: stop the tanks
Posted by [tech1664](#) on Thu, 16 Jun 2005 14:23:02 GMT
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flyingfox wrote on Thu, 16 June 2005 12:29

Subject: Re: stop the tanks
Posted by [-MP-pino](#) on Thu, 16 Jun 2005 16:38:08 GMT
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lol how do you mean of topic lets stay on it its very easy to take out a mammy wiht flamer just flank in like real close that you can almost toch it and stay near its side you can hardley bey killed

Subject: Re: stop the tanks
Posted by [tech1664](#) on Thu, 16 Jun 2005 16:54:45 GMT
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and then it turns round and squashes you

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

Subject: Re: stop the tanks

Posted by [tech1664](#) on Thu, 16 Jun 2005 19:06:05 GMT

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tech1664 wrote on Thu, 16 June 2005 17:54and then it turns round and squashes you

or the lag gets ya

Subject: Re: stop the tanks

Posted by [-MP-pino](#) on Fri, 17 Jun 2005 06:36:09 GMT

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if you walk fast enuf and like c the movent comming from the ammy getting spalshed doesnt happes so fast then

Subject: Re: stop the tanks

Posted by [flyingfox](#) on Fri, 17 Jun 2005 08:33:20 GMT

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Odd..

I came back here and my post had been edited to say "outwar\com" inbetween a line.

Subject: Re: stop the tanks

Posted by [-MP-pino](#) on Fri, 17 Jun 2005 14:06:16 GMT

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strange forum is this then >_<

Subject: Re: stop the tanks

Posted by [Lijitsu](#) on Sat, 18 Jun 2005 07:08:39 GMT

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-MP-pino wrote on Fri, 17 June 2005 02:36if you walk fast enuf and like c the movent commming from the ammy getting spalshed doesnt happes so fast then I killed a Medium like that before. I can read Turret movements like a god or something, and took him out with a Rifleman. Pissed him off so bad that he left. He had lost 50 armor for random strikes that he didnt repair, but i still killed him and his tank. All you have to do is move in one direction, time the firing, and go the other and jump. Jump and move when he goes to squick you, and never stop firing on him.

I had to resort to my pistol after i got his tank down to 150 health. I managed to toss the C4 on his ass when i snuck up on him. Its odd, actually. I was sitting inside the ref, he was right outside the front door, and i snuck past two other tanks, a Humvee and three soldiers, stuck C4 on him, opened fire, and killed him. I was then shot about three times and i died, but still.

Almost did the same stunt with a Shotgunner, but a damn Stealth Tank squicked me before i could finish the tank and the driver. Bastard.

Humvee was currently driving to the Power Plant, the three soldiers were following it, one of the tanks was pounding the Hand of Nod, and the other was just getting past the back door.

Subject: Re: stop the tanks

Posted by [-MP-pino](#) on Sat, 18 Jun 2005 16:37:00 GMT

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lol i have the same thing with the turret becoz on the turret i can c what his next move is it think its jus tinsticnt or pure reny skills

Subject: Re: stop the tanks

Posted by [Lijitsu](#) on Mon, 20 Jun 2005 04:16:22 GMT

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-MP-pino wrote on Sat, 18 June 2005 12:37lol i have the same thing with the turret becoz on the turret i can c what his next move is it think its jus tinsticnt or pure reny skills

What?

Subject: Re: stop the tanks

Posted by [flyingfox](#) on Wed, 22 Jun 2005 13:07:03 GMT

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Lijitsu wrote on Sat, 18 June 2005 03:08Jump and move when he goes to squick you

Problem with this is usually the lag is so bad you'll jump out of the way and die anyway.

Subject: Re: stop the tanks

Posted by [Lijitsu](#) on Wed, 22 Jun 2005 13:44:18 GMT

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Not always. If the server isnt lagging like they normally are, you can pull it off.

Subject: Re: stop the tanks

Posted by [LucefieD](#) on Fri, 01 Jul 2005 23:47:14 GMT

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if you can get a remote c4 on the end of the tank barrel they cant shoot anymore the tank targets the c4 and shoots it. Usually I just run suicidaly at it and get c4 on it.

Subject: Re: stop the tanks

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 03:42:46 GMT

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ramjet57 wrote on Fri, 01 July 2005 16:47if you can get a remote c4 on the end of the tank barrel they cant shoot anymore the tank targets the c4 and shoots it. Usually I just run suicidaly at it and get c4 on it.

This. This right here. This is the quote of the topic. No more posts after this will match its raw might. . . .if the tactic actually works, of course. Logically speaking, it should, though. You've just got to be pretty accurate about it.

Subject: Re: stop the tanks

Posted by [Chronojam](#) on Wed, 06 Jul 2005 23:49:33 GMT

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It works for sure but is a bitch to do especially if the guy is looking around. He'd have to be typing to line it up right.

Subject: Re: stop the tanks
Posted by [Luigi30](#) on Mon, 07 Nov 2005 14:45:24 GMT
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I managed to take out an Orca and an APC with the laser chaingun once. The Orca pilot ran scared, the APC just kept coming.

Subject: Re: stop the tanks
Posted by [SuperMidget](#) on Mon, 07 Nov 2005 16:45:19 GMT
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I've killed a harvester with a pistol before ^.^

Subject: Re: stop the tanks
Posted by [Ma1kel](#) on Mon, 07 Nov 2005 18:47:10 GMT
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Then you cheat, the Harvester auto-heals.

Subject: Re: stop the tanks
Posted by [MrWiggles](#) on Tue, 08 Nov 2005 18:24:00 GMT
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Creed3020 wrote on Sat, 11 June 2005 12:25We need an audio file of this...lol

You can use flamethrowers and timed C4 to destroy tanks with basic infantry. A group of engineers might also be able to successfully plant timed and remote C4's to destroy an enemy vehicle.

if your opponents are retarded, then yes, that would work.

Subject: Re: stop the tanks
Posted by [Belski](#) on Thu, 10 Nov 2005 12:05:10 GMT
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try c4 from an engi, a group of them can take out a stank =p...or grenedeirs can do some damage

Subject: Re: stop the tanks
Posted by [mision08](#) on Thu, 10 Nov 2005 13:37:46 GMT
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2 remotes or 1 timed will destroy a stank

Subject: Re: stop the tanks

Posted by [Tunaman](#) on Fri, 11 Nov 2005 06:36:15 GMT

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Joseph Collins wrote on Tue, 05 July 2005 23:42ramjet57 wrote on Fri, 01 July 2005 16:47if you can get a remote c4 on the end of the tank barrel they cant shoot anymore the tank targets the c4 and shoots it. Usually I just run suicidaly at it and get c4 on it.

This. This right here. This is the quote of the topic. No more posts after this will match its raw might. . . .if the tactic actually works, of course. Logically speaking, it should, though. You've just got to be pretty accurate about it.

It works. One guy managed to kill my flame tank with a grenadier by throwing his c4 on my flame... turret things. And then he refilled and managed to get one on the other one too. So I managed to have a useless flamer for however many seconds the c4 lasts.

Subject: Re: stop the tanks

Posted by [Lijitsu](#) on Fri, 11 Nov 2005 06:43:13 GMT

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30. That's actually something I can see happening. Flame Tanks have a rough time against infantry at closer ranges. Medium Tanks and Light Tanks I don't see happening, though.
