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Subject: Demolition truck+character

Posted by [BlueThen](#) on Mon, 20 Mar 2006 21:49:59 GMT

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be a tech or hotwire, go to someone and place a lot of mines on them, have him go into the apc and mine the apc with as many mines as you can, take the apc and drive to a enemy vehicle and try to run into it and you'll explode, your character will still be alive so run to the nearest enemy or enemy base and run into him/her like a crazy maniac. another good way is to have a stealth black hand and you'll be looking like a bunch of floating mines.

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Subject: Re: Demolition truck+character

Posted by [danpaul88](#) on Mon, 20 Mar 2006 22:41:13 GMT

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bluethen wrote on Mon, 20 March 2006 21:49 another good way is to have a stealth black hand and you'll be looking like a bunch of floating mines.

awesome, now my sbh has its stealth ability neutralised, so GDI snipers and infantry can mow me down at will... excellent

oh, and while your busy wreaking any mining done by your team by planting loads of mines on an apc, perhaps you should tell the rest of your team to stay behind and defend the now unmined doorways...

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Subject: Re: Demolition truck+character

Posted by [Feetseek](#) on Tue, 21 Mar 2006 02:00:28 GMT

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When you're a tech or hotwire, people would run into you, or stay still have have you run into you.

Sorry if i'm being mean

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Subject: Re: Demolition truck+character

Posted by [Dover](#) on Thu, 23 Mar 2006 19:48:31 GMT

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The only way I see this working is if there's no mine limit...And if you're stupid...

Prox mines do about 5-30 damage to a vehical. That means with a standard mine limie of 30, you still won't kill a mammoth tank. Poor bastard.

It's not worth the time to mine your APC when you could be doing something worthwhile, like

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attacking or fixing a building or repairing the harvester or doing ANYTHING PRODUCTIVE TO THE TEAM.

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Subject: Re: Demolition truck+character  
Posted by [mision08](#) on Sat, 25 Mar 2006 01:44:18 GMT  
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I have better ways of destroying vehicles and killing infantry. Although, mining a SBH or any character is completely stupid, I think the mines disappear when the character moves. I think I saw a quote from ACK about this, I may be losing it though.

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Subject: Re: Demolition truck+character  
Posted by [Lijitsu](#) on Sat, 25 Mar 2006 02:12:54 GMT  
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You're right, Mision. I went into a skirmish once and mined an APC just for fun. They all disappear after a short while.

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Subject: Re: Demolition truck+character  
Posted by [Dover](#) on Mon, 27 Mar 2006 20:24:50 GMT  
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Are they still there? As in, do they still go off even though you can't see them?

In any case, SCREW this strategy. It's a terrible use for mines.

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Subject: Re: Demolition truck+character  
Posted by [Lijitsu](#) on Mon, 27 Mar 2006 21:26:26 GMT  
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It is a terrible strategy, and yes they're still there. As long as you don't pass the mine limit, they'll stay. Otherwise, they're gone.

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Subject: Re: Demolition truck+character  
Posted by [ripped999](#) on Fri, 19 May 2006 20:30:15 GMT  
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I KNOW YOU'RE NEW BUT THATS A TERRIBLE STRAT

1)MINE LIMIT

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2)YOUR WHOLE TEAM WILL BE TRYING T KICK YOU(UNLESS THEY'RE YOUR PETS)

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Subject: Re: Demolition truck+character  
Posted by [csskiller](#) on Sun, 21 May 2006 19:01:36 GMT  
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The only remotely worthwhile strategy similar to this is to do a 'flaming apc' where as you park you apc outside a building, go to a pct and huck as many timed c4's you can onto the front. Next you rush out to the field and blow up any enemy vehicle you see.

The damage is there but it does waste proxy mines so go figure.

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Subject: Re: Demolition truck+character  
Posted by [Ma1kel](#) on Sun, 21 May 2006 19:48:45 GMT  
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danpaul88 wrote on Mon, 20 March 2006 16:41

awesome, now my sbh has its stealth ability neutralised, so GDI snipers and infantry can mow me down at will... excellent

There's a bug with the mines, they magically disappear when you move a few minuts.

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