
Subject: Ramming
Posted by [Nglegs](#) on Wed, 27 Dec 2006 22:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Woah since when was ramming so popular, Used to be clean,now i'm getting rammed every which way from both sides
Fun though.

Subject: Re: Ramming
Posted by [MexPirate](#) on Thu, 28 Dec 2006 01:12:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow ok, getting rammed a lot hey? maybe they just think you are gay and in to that sort of thing?
At least you are enjoying yourself though I suppose.

Subject: Re: Ramming
Posted by [Ryu](#) on Thu, 28 Dec 2006 03:22:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

MexPirate wrote on Wed, 27 December 2006 19:12wow ok, getting rammed a lot hey? maybe they just think you are gay and in to that sort of thing?

At least you are enjoying yourself though I suppose.

ROFL.

Subject: Re: Ramming
Posted by [Canadacdn](#) on Thu, 28 Dec 2006 05:49:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ramming is bad, you can get sent to blue hell. Or in your case, contract A.I.D.S.

Subject: Re: Ramming
Posted by [Nglegs](#) on Thu, 28 Dec 2006 17:51:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey whatever floats your boat

Subject: Re: Ramming

Posted by [R315r4z0r](#) on Fri, 29 Dec 2006 05:28:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

ramming is good for defending the base, other wise known as blocking. Holding an enemy vehicle in place letting the base defenses take care of it.

But ramming outside can cause you to be twilighted, and in APB, you shouldn't ram helicopters because they are really sensitive.

Subject: Re: Ramming

Posted by [Jzinsky](#) on Fri, 29 Dec 2006 16:11:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've managed to be rammed that much I didn't know which way my base was and drove straight into their defences. Not happy when my apc goes boom after some fool thought we were playing bumper cars lol

Subject: Re: Ramming

Posted by [MexPirate](#) on Fri, 29 Dec 2006 16:17:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jzinsky wrote on Fri, 29 December 2006 10:11 I've managed to be rammed that much I didn't know which way my base was and drove straight into their defences. Not happy when my apc goes boom after some fool thought we were playing bumper cars lol

damn, i bet you are normally really good too.

Subject: Re: Ramming

Posted by [nopol10](#) on Sat, 30 Dec 2006 01:31:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ramming is really useless when there's lots of lag since the vehicle you rammed always pop back to their original position...

Subject: Re: Ramming

Posted by [IronWarrior](#) on Sat, 30 Dec 2006 23:25:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

MexPirate wrote on Wed, 27 December 2006 19:12 wow ok, getting rammed a lot hey? maybe they just think you are gay and in to that sort of thing?

At least you are enjoying yourself though I suppose.

HAHAHAHAHA

Subject: Re: Ramming
Posted by [gufu](#) on Sun, 31 Dec 2006 17:15:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't ram in APB - either you - or you're oponent will get to blue hell!

Subject: Re: Ramming
Posted by [EvilWhiteDragon](#) on Sun, 31 Dec 2006 19:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

It can be usefull to ram your opponent, if you are attacking a atri and are up close you might be able to push him in such a way that it takes him longer to point the turret in the right direction.

Subject: Re: Ramming
Posted by [gufu](#) on Sun, 31 Dec 2006 21:04:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

or you will get into blue hell

Subject: Re: Ramming
Posted by [Canadacdn](#) on Sun, 31 Dec 2006 22:39:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Apparently setting the vehicle collision or whatever it is in LE to "Push" instead of "Kill" stops blue hell from occuring.

Subject: Re: Ramming
Posted by [Veyrdite](#) on Mon, 01 Jan 2007 07:40:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renegadeforums.com/index.php?t=msg&th=3942&start=0&rid=21> 474
