Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 05:26:00 GMT
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When I played the beta I saw a NOD Mammoth Tank!! How is this possible?? Can NOD capture GDI tank or somthing??)-<RecoiL>-(

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 05:28:00 GMT
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Anyone can get in an enemy vehicle that is empty and "capture" it. The vehicle then becomes part of the their side and is treated like a normal vehicle they were driving.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 05:30:00 GMT
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you can capture every vehicle (except the harvester)just wait till the driver jumps out (mostly for repairing) then run and enter itgreat fun, most enemys dont recognize the theft (but most allied troops dont either)

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 07:13:00 GMT
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Yup! cause I killed quite a lot of people with this one, I think some of you might be interrested to know how to survive for about 15 minutes in a stealth tank....quite easy: Roll Baby Roll!!!Don't stop moving! sTank is fast and small, so harder to hit then other tank like medium ou mammy) Do not take any ennemy in frontal assault.... they cant see you.... get behind them, shot twice or trice, and then keep moving to recloak again!!! they hate that!!! The roll baby roll technique also applies to infantry! they are quite easy to kill if you roll over them (a lot of people died under my stealthy weels!!!!) go behind them, they cant see you, and then roll over!!!!here's a good exemple: I was playing nod (d'uh!). I was ingie in (guess what) stealth tank. I was on my way back to base when I noticed a med tank shooting at my teammates and an igie behind him to repair... I could have shot the ingie... but that would have uncovered me... so I started to move toward them, not being seen.... then I rolled over the ingie, without being noticed by the med tank driver, got back a little, and started shooting the tank.... before the driver even noticed his ingie was no more, his tank was already half dead... by the time he was able to turn around and shoot, I was already gone, only to come back 3 sec later to finish my job... without even being damaged!!!Et voila!how to kill with a stealth tank 101A tip for gdi... If you are able to see a stealth tank, don't let it go away! it could cause your downfall

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Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 08:00:00 GMT
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I had a chance to steal a NOD tank - a guy jumped out to repair it, but i just shot him and the vehilce was only half alive so I didn't bother.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 08:26:00 GMT
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even so, bring the tank back to your base and repair it! thats what i did with my light, it only had 200 health left, but i stole it and repaired it.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 08:28:00 GMT
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yea... i had my stealth tank stolen when i jumped out to disarm an ion strike. i was wondering why i couldn't find the guy that planted it. Came back to my tank just in time to watch him run over a teammate... I was like... D'OH!

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 10:13:00 GMT
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very few things upset me more than seeing teamates getting out of their tank on the battlefieldits just plain stupid so please knock it off people. its better to have it blown up than have it fall into enemy hands

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Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 13:32:00 GMT
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LOL, I once took an APC from an APC rush, first squished a few of the infiltrators with it, then I killed 3 mammoth tanks with it, none of them ever paid attention to me.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 13:53:00 GMT
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beer, that would not upset me as much since it is not leaving a tank on the field therefore, my comments do not apply to your actions

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Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 19 Feb 2002 14:12:00 GMT
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Why not drive the enemy vehicle to the back of you base and park it there? Aren't you restricted to 8 tanks. Thats 1 less enemy tank to worry about.Dont Shoot

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Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 00:40:00 GMT
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I find that i can take gdi veicles easley on "under" i pick cloaked nod bacck hand and i wait in the Nod buner , and i take long shots at GDI snipersEvuentley a GDI mrl or mediam tank will pull back from the nid base to reappir , they will moast likley stop near to the nod buner when they jump out to reapier i take there tankI just hate when FF is on and my allies destroy me(there should be a fine paid to allies whoes veicles u destroy) , YV_Seth

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Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 00:49:00 GMT
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spotelmo, the only times i've ever left a vehicle is to defuse a beacon. and when one is plaed in your power plant and no one else is around, you don't have a choice.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 01:56:00 GMT
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if you need to repair a tank ect= drive *back* to your base... do *not* get out.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 04:08:00 GMT
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I alwais drive my tank back to the base, get out, and heal it myself. It alwais works. It works best if you are a technician. When you repair the tank you look around if sombody's going to steal it. Since you are close to the tank you can alwais jump in first.)-< RecoiL >-(

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 06:50:00 GMT
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once you jump out of a vehicle its public domain, thats when anyone can take it i've noticed.I do the same, i head back to base hoping ot find a engy to heal me. if not, i go park behind a building outta view and do it myself. i usually only worry about doing this when 1. its mystealth and i don't have $ for another or 2. my team is getting waxed and there might not be the possibility to buy another.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 07:02:00 GMT
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oh, totally wanted to mention... last night on one server, the GDIs were not being very smart. I stole 3 vehicles in a row. I am running around in a stealth tank when a i see an engineer on top of the hi ridge jump out to heal his medium tank. The smart man i am, i drive up there to run him over, unfortunately i get shot at, he sees plants a c4 before i run him over.So i hop out, steal his tank and watch my empty stealth go boom...So now i'm in a medium tank causing all sorts of havoc. at this point GDI had blockaded the entrance to the NOD base, so i roll on up behind (running over 3 GDI footmen) and get ready to blast away when i see some fool hop out of his mammoth to heal it. I casually stroll on over right behind him, when the tank was about 3quartes to full i moved forward an inch and ran him over, climbed out, took the mammoth, blasted the other 2 mammoths and 1 MRL. spun the mammoth around, told my fellow nod to come grab that medium tank (which someone did) and we strolled on over to GDI.After blasting several harvesters and for some reason being the only vehicle out there i finally lost my mammoth... =(so on my way back by foot to get a stealth tank again (i was a cloaked nod.. and yes, i don't like being seen) some sap on the low ridge was getting out of his MRL to repair it. So i waited for a bit then unloaded into his head, took his MRL. Launched 3 salvos into their harvestor then sent more into the backs of several vehicles until i was humiliated by a humvbee... The crazy part, by the time i was dead i had an obsene amount of cash.and i can't believe that the GDIs kept leaving vehicles after all my thefts... isaw them do it again, but i got run ove rtrying to steal another Mammoth... and i was cloaked... that **** hummvee.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 07:21:00 GMT
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When i repair my tank i allways look about 4 hich hickers   luckly it has never happened to me b4 but still there is a first time for everything

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 20 Feb 2002 12:38:00 GMT
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You can even steal your own teams vehicles, trust me, people do this a lot.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 23 Jul 2002 14:03:00 GMT
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 bump bump!!

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 23 Jul 2002 20:16:00 GMT
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k, seriously who doesnt know that, what i do, since the stealth tank is my fav. unit in the game, i can go through a game using only 1 or 2 stealth tanks, when u go behind a tank, i dont fire and leave, cause then most of the time his team comes in, or your just wasting his time, if he starts turing around then u turn the other direction and keep shooting him, i havent lost once like that well maybe a few times when the guy has lock camera to turret, then its a bit harder, but still possible

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Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 23 Jul 2002 23:12:00 GMT
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Yeah. I do hit and runs with the stealth tank.Staying in one spot tends to attract a lot of attention with a stealth tank.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 24 Jul 2002 02:36:00 GMT
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Guys.... I posted this topic about 4 months ago.... things might have change since then, dont you think???

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 24 Jul 2002 11:22:00 GMT
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Hahaha silly stealth tanks, i myself love the idea of being cloaked and sneaking across the map on city but the stealth lacks armor making it an easy target, lately i have never seen a stealth tank drive up behind a med tank and blow it up, with turret lock on the cannon just swings around and

pounds the crap out of the stealth, and if the stealth gets to close to the tank the missiles shoot right over it. Infantry are very hard to get with a stealth tank{at least on a 10 on 10 map} becuase 1. people are pretty good now adays and will probably hear the stealth tank behind them, or they turn around a lot and will see you coming and if its a gunner your screwed becuase it take about 2 clips to finish of the stealth tank, that **** thing moves to slow to squish a unit if they see you so you have to use the inacurate missiles in hopes that you will kill him first. Infantry see stealth tanks to well making it near impossible to kill people with them.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 24 Jul 2002 15:39:00 GMT
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My favorite use is to grab one with a SBH and a nuke. Sneak into the GDI base, arm the beacon behind a building, then hop back in a drive off a ways.When the hotwire/engy shows up, line up the rectile and let fly with the missiles - BOINK!   Change position and recloak - BOINK! the next engy to show up. If a $1000 character shows up, then I run em over - BOINK!

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Wed, 24 Jul 2002 16:41:00 GMT
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It's fun to plug snipers with the missiles. They can reach most of the sniper spots from at least one place on the map.   They're also the best anti-n00b tank...you encounter some moron with the turret locked to the chassis, slip in behind them, and just run around in endless circles.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Sun, 28 Jul 2002 14:21:00 GMT
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One thing that a lot of people don't realize... You know how stealth tanks sometimes turn slightly visible when you're near them and when you shoot them? Well if the ground you're on is pure white, you can't see them AT ALLLLLLLL..... (while cloaked that is).In under, a great place to have a stealth tank is the small white area between the GDI sniper point and the tiberium field (you know, the weapon spawn point). Sit there destroying the harvester and when you see tanks come out just stand perfectly still. They can't see you!Oh, and in boxedin, the ground in the GDI base is all white... once the tower is out they don't stand a chance against a stealth rush!

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Sun, 28 Jul 2002 14:37:00 GMT
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ST is sometimes no good, you see 1 R C4 on a St = its gone. Also it is easy to last the whole

game with anytank i do it all the time.

Subject: Nod has a Mammoth Tank???
Posted by Anonymous on Tue, 30 Jul 2002 04:04:00 GMT
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Sneaking up behind other tanks to destroy them isn't that simple. I especially mean the 'by the time he was able to turn around and shoot'-part. When vehicle cam is locked to turret they can turn that barrel one second or less. Since I locked my vehicle cam to the turret i never wanted it any other way. I believe there's already a topic about vehilce cam position.In a good teamwork game the engi will let you know when he's killed. And if you just peep at your hp/armor once in every few seconds you'll surely notice in time that your repairs are gone. It's also a good plan to check his name so you can spot the message saying he got killed. So that's three ways to notice you're on your own.All you are telling is not very new and innovating but nevertheless, thanks for sharing and keep it up.Justifier