
Subject: TANKs TAnKs tANKs

Posted by [Anonymous](#) on Wed, 20 Feb 2002 02:56:00 GMT

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no this post isnt about tanks,,,i dont use tanks, not unless im stuck out in the middle of nowhere and theirs 1 to steal off the enemy.this tactic is for the building destruyers amoung us.1.) switch to 3rd person view of all things its very impostant. it lets u look round corners before going round good for spotting cloaked troops.. 2.) make sure u lay porx mines in ur tunnels, normally gets me loads of kills. and repair them as regular as u can!!3.) when u make it to the tunnel exits closest to the enemies powerplant, run and jump like crazy and about 1/2 of the time i can make it in the powerplant.4.) plant ur 2 timed on the MCP then do each remote in turn.. if u have any prox mines plant em around the MCP to stop pesky engineers diffuing ur C4.5.) shoot enemies buying new stuff in the back of the head. if the bombs go off without the MCP being repaired then the power plant will be gone in 1 trip ..as i say constantly in game who needs tanks RaVeNMVP * 3

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Posted by [Anonymous](#) on Wed, 20 Feb 2002 06:16:00 GMT

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Detonate the remote charges after the timed ones have exploded, this prevents repairing.

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Posted by [Anonymous](#) on Wed, 20 Feb 2002 06:59:00 GMT

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i lay the timed 1s before the remote, then lay and use each remote mine, as this means less time to wait for the timed 1s to go off, if they do go off before any enemies get chance to repair the MCP then building is a gonner only real problem is avoiding the obilisk/defence tower it can be a right git, but usually i get through about 1/3 timesRavenMVP * 4

Subject: TANKs TAnKs tANKs

Posted by [Anonymous](#) on Wed, 20 Feb 2002 16:30:00 GMT

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yea i will plant the timed then 2 remote then i wait till the timed goes off then i detonate the remotesbecuase if u detonate the remote before the timed goes off then they will hear nod building under attack or whatever buildin so there will be engis swarminalso most wont even notice the mines as they countdown
