## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 06:51:00 GMT
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I've got a small tip !!!The enemy can build only seven vehicles if you stole an enemy tank.Therefor steeling an APC and use it to rush into the enemy base is stuppid.What you should do is guard the enemy vehicle in your own base. Just let it sit there.Example:Situation:Us: 7 vehiclesThem: 8 vehiclesIf we/I steal 1 vehicle from the enemy, we can build 1 more vehicle and they can't !!! The enemy has maximum 7 vehicles at this time !!!So stealing an APC and parking it in your own base is a smart thing to do. The enemy can't replace the vehicle until it is destroyed, if you get the vehicle destroyed you can't replace it, but the enemy can !!!An APC is not worth that much anyway ... u might as well get one of your own team.Hope you use the strategy while you're on my team !!!

## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 07:40:00 GMT
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it would be more like:Us: 9Enemy: 7That is a 2 vehicle advantage...

## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 07:44:00 GMT
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Good tip!!Thanks but i think i am going to have a hard time to convince the selfish *******s not to use the tank....or even stop C4 my tank.Well, a great idea when u are playing in a clan match though, thanks!Regards.

## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 15:09:00 GMT
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Yup that one works - I use it all the time.  Just act nonchalant and kills can be gravy...

## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 15:12:00 GMT
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quote: Another similar thing is to be a tech/hotwire, walk into building and plant C4 and then walk up to a PT and just stand there. When the timed goes off the detonate your remote. If someone is deactivating it then blow the remote and kill em' when the get close. This works like 50\% of the time. Only time it fails is if someones particulary alert or runs their cursor across you. People don't

expect to find enemies in their base if it's not being attacked and nothing appears out of the ordinary.Um, i don't know about you but if i see a hotwire standing at the purcahse terminal in the Hand of Nod, i'm gonna pop em in the head with my pistol.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 15:43:00 GMT
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I have actually stolen vehicles and drove them into the enemy base without really being noticed! I grab vehicle and drive it backwards to their base. I also resist the urge to start shooting at the enemy, this will get you killed, hehe. You would be suprised how often this works. Most players see a vehicle of their side and don't target it! If they did, it would appear as the enemy! lol. A little bit of jedi mind tricks is needed to succeed. Don't notice, don't notice....please...hehe.The original poster did bring up a valuable tip, vehicle advantage can win you the game! Personally I'd rather have tanks than an apc....

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 15:50:00 GMT
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It is true, the enemy don't seem to realise that you are in one of their tanks. But the annoying thing is when the opposite happens. Sum1 rushes us, they all hop out of an apc so I jump in. Then, instead of attacking the enemy my fukin stupid teammates fire at me! Fools!

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 16:31:00 GMT
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Once I was GDI on Hourglass and Id stolen an enemy flame tank and took it back home for repairs. When I got there, some n00b started shooting at me with his auto rifle. I shot at him to show it wouldnt kill him and drove off to the hilltop. He followed me all the way to the top on foot still shooting at me. Instead of saying something, I backed the FT into him, pushing him right into the tiberium field. He soon died thereafter.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 17:09:00 GMT
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quote:Originally posted by ArmorAce..:Once I was GDI on Hourglass and Id stolen an enemy flame tank and took it back home for repairs. When I got there, some n00b started shooting at me with his auto rifle. I shot at him to show it wouldnt kill him and drove off to the hilltop. He followed me all the way to the top on foot still shooting at me. Instead of saying something, I backed the FT

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into him, pushing him right into the tiberium field. He soon died thereafter. Hmmmm that is an interesting idea. Will try that next time some idiot teammate starts shooting at me after I stole a enemy tank.

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Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 17:49:00 GMT
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heres a funny experience... on under i snuck into nod base and destroyed the power plant... then i noticed a artrilary coming in... so i steal it... then out of the hand of nod comes a nod solider.. he shoots at me... probably saying that i stole his vehicle... so i keep on going and get stuck on a rock... he is still firing at me... eventually he gives up and goes to the battle field... well being stuck i turn the turret and start shooting... a engy comes and begins repairing me... so i sit there shooting and he repairs me... so then the engy leaves and goes to the field... so i sit there and destroy the airstrip... after a few more seconds they notice that im destroying their buildings... so they kill me... fun day...

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Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 17:56:00 GMT
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Well, this is semi-unrelated, but one time I parked a Nod APC outside of the base on Under and just sat there, then when an unsuspecting Noddie came by to get in, I ran over his sorry ass! I killed about 6 guys before I was discovered and destroyed.

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Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Tue, 26 Mar 2002 18:45:00 GMT
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I hate when you steal an enemy veh and your teammates can't process that youre helping them and shoot your veh, annoying. Looked cool and patriotic

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Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Wed, 27 Mar 2002 00:53:00 GMT
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Actually, on public servers you can steal enemy vehicles, load them up with people - and drive right into an enemy base like you belong there. You at the very least buy yourself some time before they start shooting. Only works on maps where the base defenses were blown/deactivated or aren't there.Another similar thing is to be a tech/hotwire, walk into building and plant C4 and then walk up to a PT and just stand there. When the timed goes off the detonate your remote. If someone is deactivating it then blow the remote and kill em' when the get close. This works like

50\% of the time.  Only time it fails is if someones particulary alert or runs their cursor across you. People don't expect to find enemies in their base if it's not being attacked and nothing appears out of the ordinary.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Wed, 27 Mar 2002 15:33:00 GMT
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Haven't confirmed this myself but I read here once that the vehicle limit is eight *occupied* vehicles.  This means if you've got six occupied with two sitting outside the factory, you can still make two more for a total of ten.If this is true, I need to find a good teamwork server and have a dozen flame tank rush.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Wed, 27 Mar 2002 15:41:00 GMT
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quote:Originally posted by Omote:Haven't confirmed this myself but I read here once that the vehicle limit is eight *occupied* vehicles.  This means if you've got six occupied with two sitting outside the factory, you can still make two more for a total of ten.Don't know if that's true but it makes sense since you can "FF" destroy an unoccupied tank (as I did the other night since some dip deserted it at a bad time) and you don't get points for repairing unoccupied vehicles.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Wed, 27 Mar 2002 19:27:00 GMT
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Your idea is very good but the f8cking nebwbies wont dont that, they are SO stupid, i just got a stealth tank and some stupid newbie on my own team took it before i could get there and when i asked him to get out he just kept going, that really ****s me when ya spend ur money it should be yours until u get out of it the first time.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Wed, 27 Mar 2002 22:58:00 GMT
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quote:Originally posted by 845:I've got a small tip !!!The enemy can build only seven vehicles if you stole an enemy tank.Therefor steeling an APC and use it to rush into the enemy base is stuppid.What you should do is guard the enemy vehicle in your own base. Just let it sit there.Example:Situation:Us: 7 vehiclesThem: 8 vehiclesIf we/I steal 1 vehicle from the enemy, we can build 1 more vehicle and they can't !!! The enemy has maximum 7 vehicles at this time !!!So stealing an APC and parking it in your own base is a smart thing to do. The enemy can't replace

the vehicle until it is destroyed, if you get the vehicle destroyed you can't replace it, but the enemy can !!!An APC is not worth that much anyway ... u might as well get one of your own team.Hope you use the strategy while you're on my team !!!Nope man, this wont work, cause the limit applies on the number af vehicules a team controls at the same time... You could have 13 vehicules out in you base if they are set neutral. Stealing an ennemy tank DOES NOT reduce the number they can control.

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Thu, 28 Mar 2002 11:50:00 GMT
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I think you can get out of your vehicle and let your team mate buy vehicle if your limit is reached.I think the limit is determined by the number of vehicles your team is using, not the vehicles they have.If you are coordinated enough, you can get every member of your team a vehicle.  When the limit is reached, just have some people get out of their vehicles so you can make one, then they can get back in.Make sure to only do this only when you are safely in your base (get out of you vehicle).

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Thu, 28 Mar 2002 13:46:00 GMT
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i just read first post!in general, playing with guys u know, this is just great!playing on a public server, this simply doesnt work!i once got a mammoth, got it in our base, parked it in a good, secure spot, ran away to get an engine, came back, and what did i have to see?some dump n00bs boght an artillery, and killed it (last shot before destrucion was the one i saw...)! the thing is, i was NOD, they were NOD, the mammoth was GDI!dump, isnt it?therefore, i never leave my vehicles alone! but while playing with a clan or stuff, this is really great!

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Thu, 28 Mar 2002 14:24:00 GMT
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just a little question...everyone knows that the AGT is able to spot stealth units..no one talks about the obelisc being able to do this!would be great, the stealth tank is easy to capture  driving straigjht behind the powerplant, ion cannon it donw, and rush, that would be nice

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## Subject: New stategy - how to use the enemy stolen vehicle SMART !!!
Posted by Anonymous on Thu, 28 Mar 2002 14:37:00 GMT
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quote:Originally posted by smwScott:Another similar thing is to be a tech/hotwire, walk into

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building and plant C4 and then walk up to a PT and just stand there.  When the timed goes off the detonate your remote.  If someone is deactivating it then blow the remote and kill em' when the get close.  This works like 50\% of the time.  Only time it fails is if someones particulary alert or runs their cursor across you.  People don't expect to find enemies in their base if it's not being attacked and nothing appears out of the ordinary.They cant tell that you are breathing hard and panicing That would be a very cool video game... have sensors hooked up to you so people can see you when you breathe hard, shake, or sweat.But then, not many people breath hard and sweat for video games...Im drunk.

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