
Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Mon, 01 Apr 2002 13:42:00 GMT

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Get in the vehicle, but DONT drive away. Jus sit there and wait until a friendly comes to it, then get out and let em drive. That way no enemy can steal it. Of course if nobody comes to the vehicle, jus use it for base defense or something or drive it back to base where its less likely to be stolen in case they ever come back. DONT be an idiot by driving a friendly vehicle head-on into enemy base. Of course even if it gets destroyed its much better than having the enemy liberate it

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Mon, 01 Apr 2002 14:44:00 GMT

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Yea, i do this, too. I just sit in it if they are repairing it, and just get out when they're done to provide cover, etc.

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Mon, 01 Apr 2002 16:04:00 GMT

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lol i saw an empty mammoth in our base once! i typed "did anyone leave an empty mammoth in the base?" one guy types "yea i have too much money go ahead and take it i already have a vehicle!!!!" if there is one thing that i don't get is when a mammoth with a nod sign on it comes rolling in the base what the..... who let nod get their mammoth???? they are self healing!!!!!!!!!!!! just run away if you have time to jump out and repair you must have time to run away?? or should i say back away!

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Mon, 01 Apr 2002 16:32:00 GMT

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If I see any vehicle in the battlefield I'll blow it up if I have a better one or take it if I don't. Once you get out of your vehicle outside of the base and aren't repairing it (this is stupid but i'm not gonna take a vehicle if a teammates repairing it) then it's a neutral unit. I'm not gonna cool me heels protecting some guys tank that he stupidly left.

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Mon, 01 Apr 2002 16:50:00 GMT

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Take it if you don't have one yourself! If not, take it back to your allies, ya n00b.

Subject: What to do when you see an unoccupied friendly vehicle in ba

Posted by [Anonymous](#) on Mon, 01 Apr 2002 16:56:00 GMT

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quote:Originally posted by w8t4time:lol i saw an empty mammoth in our base once!i typed "did anyone leave an empty mammoth in the base?"one guy types "yea i have too much money go ahead and take it i already have a vehicle!!!!" if there is one thing that i don't get is when a mammoth with a nod sign on it comes rolling in the base what the..... who let nod get their mammoth???? they are self healing!!!!!!!!!!!!!!just run away if you have time to jump out and repair you must have time to run away??or should i say back away!they only self heal up to half way, the armor doesnt regenerate.

Subject: What to do when you see an unoccupied friendly vehicle in ba

Posted by [Anonymous](#) on Mon, 01 Apr 2002 21:48:00 GMT

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if done right a lost mammoth may have made its money back before being destroyed i will lose a tank before i give it to enemy!and while retreating before you go red is better than getting out and repairing the mammoth because at least it will go green again before you get back to base and repair the armor have done this move... scope the area for troops coming at you if none seen then i jump out repair one block jump back in scope jump out repair a block and so on.....

Subject: What to do when you see an unoccupied friendly vehicle in ba

Posted by [Anonymous](#) on Mon, 01 Apr 2002 21:52:00 GMT

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Well when I see a Friendly vehicle and it is in Danger I rush in it and bring it to base and notify the people I found an Onoccupied unit

Subject: What to do when you see an unoccupied friendly vehicle in ba

Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:23:00 GMT

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A simple solution to NOT have the enemy steal your vehicles is to just have a partner ride with you at all times, ie. driving a humvee into enemy territory and then getting out to plant some c4 on the MT is pretty risky, not unless you have a partner to run a few laps around the building until you're done.

Subject: What to do when you see an unoccupied friendly vehicle in ba

Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:05:00 GMT

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This brings to mind a time when i upgraded from a light tank to a mammoth on under. I was driving up the hill over the tunnels and saw a fully repaired mammoth just sitting by itself on the hilltop. So i got out of my It and got in the mammoth, then preceded to destroy my It. Just then a gdi engi comes by and tries to get in my It just as i dispose of it. I then kill the engi with a rocket and drive down the hill to find 2 mammoths at the gdi base entrance. I manage to kill both before i lose my mammie to a gunner then die shortly thereafter. All in all, i lost about 1000 bucks for my It and charcter while the gdi team lost 4500 for 3 mammies. I'd say that was a pretty good deal.

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:37:00 GMT

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quote:Originally posted by Doctor Draino:A simple solution to NOT have the enemy steal your vehicles is to just have a partner ride with you at all times, ie. driving a humvee into enemy territory and then getting out to plant some c4 on the MT is pretty risky, not unless you have a partner to run a few laps around the building until you're done. very very good point indeed!!!

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:44:00 GMT

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If I see any vehicle laying around I will take it. Why leave a perfect repairable unit with loads of fire power gone to waste. Generally if there is friendly vehicle with someone repairing it and no one around I would leave it alone.

Subject: What to do when you see an unoccupied friendly vehicle in ba
Posted by [Anonymous](#) on Tue, 02 Apr 2002 16:45:00 GMT

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Yeah, it's a great idea to keep someone in the humvee/buggy. Also, you can get them to block one of the doors with the vehicle, and if you quckly lay a few c4 by the other door, you can guarantee a little more "enemy-free" time to let those c4 fly.
