
Subject: What do you do?

Posted by [Anonymous](#) on Fri, 10 May 2002 17:02:00 GMT

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Ok you have a nice brand new tank. As you start driving away, you see out of the corner of your eye, a hotwire/tech/engie (only one, not all 3) run past you and duck into a building. Do you get out of your tank and try to kill em? If you die.. they might get your new tank.. If you do nothing.. you'll more than likely lose the building. So what should you do? [May 10, 2002: Message edited by: Kab0om420][May 10, 2002: Message edited by: Kab0om420]

Subject: What do you do?

Posted by [Anonymous](#) on Fri, 10 May 2002 17:15:00 GMT

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If my team is 8+ I'll report the invader. Otherwise I'll get in and try to either disarm a timed C4 oder kill the character.

Subject: What do you do?

Posted by [Anonymous](#) on Fri, 10 May 2002 17:19:00 GMT

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Call for back-up ASAP

Subject: What do you do?

Posted by [Anonymous](#) on Fri, 10 May 2002 17:51:00 GMT

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I'd probably call for reinforcements and then jump out to destroy him/her.....then someone steals the tank...

Subject: What do you do?

Posted by [Anonymous](#) on Fri, 10 May 2002 18:09:00 GMT

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I'd try to kill them. If they took my tank I would stop at nothing to get it back or destroy it

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 05:01:00 GMT

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I usually park my tank a building away.. call for support, telling someone to take my tank. And go after them.I was hoping that I was doing the right thing.. I know some people get *&(^#\$ off when the enemy steals your tank inside of your base.

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 05:30:00 GMT

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If I was a Hotwire/Tech (which I always as when driving tanks I would put proxy mines on ym tank to stop them getting in

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 05:31:00 GMT

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It depends of the map.On walls-----It's a very sunny map. So I get out of the tank and make some steps in the wilderness to watch the birds and rabbits. Yes i leave the tank because it make a lot of noise and make them fleeing On under-----What a cold map !!! I stay in my tank or I go in the central to be sure we ll be not power off. Power off = no more heating system !!! On city-----It's night time, so i get in the barracks to take a good sleep. And fok off all this neighbours who make such a noise. I even hear sometimes sound of explosion ! They re mad i believe... An engy in a building ? He s certainly here for a good reason ! May be something to repair i guess...

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 05:37:00 GMT

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Sorry i forgot !On island-----Beautiful weather, wonderfull landscape, i go to the beach. As Nod i'll meet sakura in the sea but i prefer the GDI's beach because there is sidney AND hotwire

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 06:40:00 GMT

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quote:Originally posted by n00by One Ken00by:It depends of the map.On walls-----It's a very sunny map. So I get out of the tank and make some steps in the wilderness to watch the birds and rabbits. Yes i leave the tank because it make a lot of noise and make them fleeing On under-----What a cold map !!! I stay in my tank or I go in the central to be sure we ll be not power off. Power off = no more heating system !!! On city-----It's night time, so i get in the barracks to take a good sleep. And fok off all this neighbours who make such a noise. I even hear sometimes sound of explosion ! They re mad i believe... An engy in a building ? He s certainly

here for a good reason ! May be something to repair i guess...
those tactics.. I'll have to give them a try.

LOL!!! Never thought of

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 08:13:00 GMT

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lol^

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 10:28:00 GMT

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Bump...only cause I'm bored

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 12:55:00 GMT

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If i am a engy i will place some c4s on me tank and kill the intruder. when someone steals my tank i will blow it up.

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 13:31:00 GMT

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quote:Originally posted by n00by One Ken00by:It depends of the map.On walls-----It's a very sunny map. So I get out of the tank and make some steps in the wilderness to watch the birds and rabbits. Yes i leave the tank because it make a lot of noise and make them fleeing On under-----What a cold map !!! I stay in my tank or I go in the central to be sure we ll be not power off. Power off = no more heating system !!! On city-----It's night time, so i get in the barracks to take a good sleep. And fok off all this neighbours who make such a noise. I even hear sometimes sound of explosion ! They re mad i believe... An engy in a building ? He s certainly here for a good reason ! May be something to repair i guess...Sorry i forgot !On island-----Beautiful weather, wonderfull landscape, i go to the beach. As Nod i'll meet sakura in the sea but i prefer the GDI's beach because there is sidney AND hotwire Good one , despite you're name, these show that you are an experienced player after all.

Subject: What do you do?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:40:00 GMT

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Time to bump a dead horse

Subject: What do you do?

Posted by [Anonymous](#) on Sun, 12 May 2002 02:27:00 GMT

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quote:Originally posted by Kab0om420:Time to bump a dead horseBump yourself.

Subject: What do you do?

Posted by [Anonymous](#) on Sun, 12 May 2002 23:31:00 GMT

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I think he did

Subject: What do you do?

Posted by [Anonymous](#) on Mon, 13 May 2002 01:27:00 GMT

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quote:Originally posted by ZTankMuncha:I think he did I told him to bump himself not the topic.

Subject: What do you do?

Posted by [Anonymous](#) on Mon, 13 May 2002 13:42:00 GMT

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quote:Originally posted by eae:I told him to bump himself not the topic.consider me bumped
