
Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Fri, 31 May 2002 23:23:00 GMT
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What is it with people? Two hotwires get out of a Humvee and run into the power plant. Instead of chasing after them, the soldier takes the Humvee for a joy ride. This is the SECOND time this has happened in two days! So I just quit the game. Unbelievable how stupid some people are.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sat, 01 Jun 2002 07:08:00 GMT
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yes...normally one would want to kill the enemies first...

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sat, 01 Jun 2002 08:10:00 GMT
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quote:Originally posted by supertech: What is it with people? Two hotwires get out of a Humvee and run into the power plant. Instead of chasing after them, the soldier takes the Humvee for a joy ride. This is the SECOND time this has happened in two days! So I just quit the game. Unbelievable how stupid some people are. It's called capitalism vs. communism. The base is communal so it's everyone's duty to take care of it. So some people think that someone else will defend the base for them. Vehicles, however, are only for one person. So people take them before someone else does.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sat, 01 Jun 2002 08:11:00 GMT
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Btw, worse yet, if you leave your vehicle to go repair, someone will take it and laugh at you...

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sat, 01 Jun 2002 18:34:00 GMT
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If you are too far away to save the building. I'll go for the vehicle and keep them from going for another building. Also I witnessed a Mobius jump out of a Mammoth and run in after 2 techs the other night only to die. Then the building died (power plant). I was running to get in the Mammy before they (NOD) did but I was just too far away. Then the tech with his shiny new Mammy blew up the APC and almost took out the refinery. Before a couple of us stopped him cold. Never, NEVER give up a Mammy. Unless the last building is about to fall.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sat, 01 Jun 2002 18:51:00 GMT
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quote:Originally posted by Frontrunner:If you are too far away to save the building. I'll go for the vehicle and keep them from going for another building. Also I witnessed a Mobius jump out of a Mammoth and run in after 2 techs the other night only to die. Then the building died(power plant). I was running to get in the Mammy before they (NOD) did but I was just too far away. Then the tech with his shiny new Mammy blew up the APC and almost took out the refinery. Before a couple of us stopped him cold. Never,NEVER give up a Mammy. Unless the last building is about to fall.Idiot: [June 1, 2002: Message edited by: aircraftkiller2001]

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sun, 02 Jun 2002 15:45:00 GMT
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quote:Originally posted by Demolition man:Idiot: [June 1, 2002: Message edited by: aircraftkiller2001]Just what we need another moron! NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sun, 02 Jun 2002 19:39:00 GMT
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quote:Originally posted by Frontrunner:Just what we need another moron! NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Sun, 02 Jun 2002 20:42:00 GMT
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What I normally do in this situation is hop in their vehicle and back it up some. That way they at least can't get back in it and head to another building. Then I go in after them. It's amazing what people do and don't do these days. I was just in a gamer where 20 minutes into it I noticed that our base was still not mined at all. Thankfully the enemy didn't try APC rushes until we had better defense. I guess I'll go back to taking care of the initial mining, since too many often people don't seem to understand the importance.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Mon, 03 Jun 2002 06:01:00 GMT
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Hey there. For n00bless games, go to The WOLF Page and register. You will need gamespy. In doing so, you will become a better team player, increase your personal skills, develop a better sex life, loose weight, AND finally get rid of that disgusting Acne. WOLF OWNS J00!

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Mon, 03 Jun 2002 08:02:00 GMT
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quote:Originally posted by supertech:So I just quit the game. Unbelievable how stupid some people are. hmmm not everyone is.Quiting seems to be a dumb thing to do.[June 03, 2002: Message edited by: TheMadPhoenix]

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Mon, 03 Jun 2002 08:51:00 GMT
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Nod or NOD WTF?....

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Mon, 03 Jun 2002 09:01:00 GMT
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quote:Originally posted by Asinh/k:EVA=Electronic Video agent EVA = Electronic Virgin A-s-simulator

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Mon, 03 Jun 2002 13:20:00 GMT
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quote:Originally posted by NOVA5:EVA = Electronic Virgin A-s-simulator

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Mon, 03 Jun 2002 13:58:00 GMT
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quote:Originally posted by NOVA5:EVA = Electronic Virgin A-s-simulator???

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Mon, 03 Jun 2002 15:19:00 GMT

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My favorite is to grab the vehicle, kill the enemy, then park it at the back of our base, thereby decreasing by one the max # of vehicles the other side can have. Got 5 stolen in one game once. Hee Hee - sure slows down a mammy/flamer rush when they can only get 2!

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Tue, 04 Jun 2002 10:22:00 GMT

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quote:Originally posted by NOVA5:EVA = Electronic Virgin A-s-similatorIndeed, seeing as Virgin interactive owned WS at the time of TD

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Tue, 04 Jun 2002 13:59:00 GMT

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someone noticed..

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Tue, 04 Jun 2002 18:52:00 GMT

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well it depends.If there are a lot of people around centering on the location, and I am a unit not made for close quarter combat against mines and remote C4 being thrown at me, I will take their vehicle, drive off, ditch it away from their building and try and help.Too many times I have only gotten to the building to only be blown up by mines or been run over by one of the people getting back in their vehicle just to run over anyone trying to get in the door.It depends on the situation. You wouldn't send a sniper in for close combat against mines and remote C4, instead it would be better to let others take care of the situation and keep the vehicle out of the hands of any returning Hotwires.

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Wed, 05 Jun 2002 06:54:00 GMT

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Here's what you do:Throw timed C4 on the vehicle, THEN go in and help. Remember, its a freindly building, so you can run to a PT and hit 5 for a refill.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Wed, 05 Jun 2002 11:33:00 GMT
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but if you blow up the vehicle, GDI can just make another. If you keep that vehicle alive and in your base, GDI is one vehicle short and Nod has a one vehicle advantage, at least I heard it works that way.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Wed, 05 Jun 2002 17:12:00 GMT
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neutral vehicles take up the vehicle limit? if its made at nod then its neutral, does it still take up a slot of the max vehicles?

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Wed, 05 Jun 2002 18:16:00 GMT
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from what I understand, it is based on the side the vehicle belongs to (model type). 7 vehicles from each side plus the Harvester. That means 7 of any GDI vehicles and 1 harvester, or 8 GDI vehicles if the harvester is destroyed (refinery destroyed).

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Thu, 06 Jun 2002 03:31:00 GMT
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I understood that you could make an extra vehicle by someone on your side jumping out temporarily and making the vehicle neutral. The last post seems to contradict this. Can someone test this out? Thanks [June 06, 2002: Message edited by: oleum]

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Thu, 06 Jun 2002 03:54:00 GMT
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A nod tank, driven by gdi or no one, is still a nod-made tank. You cannot have more nod-made tanks than the limit.

Subject: Don't touch that vehicle
Posted by [Anonymous](#) on Thu, 06 Jun 2002 10:58:00 GMT

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That was an old rule of vehicle neutrality. They changed it to model type vs who is in the vehicle.

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Fri, 07 Jun 2002 10:53:00 GMT

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i have 2 pcs so i made a friendly fire game and bought a hum-vee i got in it while i covered it with remote c4s then i jumped out to go get a havoc and i turn around and someones in it

Subject: Don't touch that vehicle

Posted by [Anonymous](#) on Fri, 07 Jun 2002 13:53:00 GMT

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quote:Originally posted by ZaneofNod2002:i have 2 pcs so i made a friendly fire game and bought a hum-vee i got in it while i covered it with remote c4s then i jumped out to go get a havoc and i turn around and someones in it What are you talking about?
