Subject: How many vechicals are allowed?
Posted by Anonymous on Mon, 03 Jun 2002 09:21:00 GMT
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Just a quick question, I haven't looked for any numbers but on any given map, how many vechicals are allowed per team? I'll sometimes see "Limit Reached" when I go to buy a ride. I thought you could get at least 1 ride per person. Also, why are there limits if any?[ June 03, 2002: Message edited by: BadBender ]

Subject: How many vechicals are allowed?
Posted by Anonymous on Mon, 03 Jun 2002 11:04:00 GMT
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Each team can build 8 tanks, but if you steal a tank from the enemy they got one less. The reason for tank limits is because you have to use tactics and teamwork now.[ June 03, 2002: Message edited by: Tha_Dark ]

Subject: How many vechicals are allowed?
Posted by Anonymous on Tue, 04 Jun 2002 16:11:00 GMT
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Subject: How many vechicals are allowed?
Posted by Anonymous on Tue, 04 Jun 2002 16:42:00 GMT
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7 with harvi in field, 8 with harvi gone

Subject: How many vechicals are allowed?
Posted by Anonymous on Wed, 05 Jun 2002 06:38:00 GMT
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quote:Originally posted by Mikeon:7 with harvi in field, 8 with harvi gone...

Subject: How many vechicals are allowed?
Posted by Anonymous on Wed, 05 Jun 2002 20:37:00 GMT
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Learn how to spell; it's Vehicle, not vehical.Now i see why ACK does it... these ignorant people are annoying.

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Subject: How many vechicals are allowed?
Posted by Anonymous on Thu, 06 Jun 2002 03:17:00 GMT
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ACK does it because he is a pompous idiotNow to the point.You can subvert the vehicle limit by someone getting out of his/her vehicle and making it neutral. I have yet to test out just how many you can get this way but I guess if you buy 8 and park them in the base and everyone gets out, you may be able to get 8 more etc etc. But this requires teamwork, so how likely is that to happen on a pub server.Anyone confirm this?

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Subject: How many vechicals are allowed?
Posted by Anonymous on Thu, 06 Jun 2002 17:33:00 GMT
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Neutral vehicles cost against the making team...IE if Nod has stolen eight vehicles and is driving all eight...it will cost against Nods count...if Nod steals 8 GDI vehicles and parks em in the back of their base and abandons them - making them neutral, it counts as 8 GDI vehicles and Nod can still make their quota of 8...sweeet tactic...too many quickly jump in and suicide the vehicle thinking it is free and not long range that it could really screw the other team =)

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Subject: How many vechicals are allowed?
Posted by Anonymous on Thu, 06 Jun 2002 19:34:00 GMT
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Somebody better be gaurding that parking lot. Otherwise you could end up with an apc rush turning into a batch of enemy tanks comming to life in your base. That could be trouble. Also don't even try that as gDI on a non gaurd tower map. Stealths could just walk up and get in LOL. If you have the man power go for it but, make sure you protect the steals. You could try taking them down to real low armor and proxie charging them, but then your taking away c4 from some place where it is needed.

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Subject: How many vechicals are allowed?
Posted by Anonymous on Sat, 08 Jun 2002 13:13:00 GMT
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True...I think only Nod has the great advantage at the theft ring...with so many noobs jumping out in the middle of some maps and with black hands it's toooo easy...you can do it with gdi, but it's harder to sneak up...at least if the Nod is smart, he's in 3rd person view when he jumps out to repair so he can see around...And yeah...an apc rush would truley suck, even more if ya stole 3 or

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4 mamoths and they were fully fueled in the back of your base...store em half shot up and around the airfield and only park if ya have Ob guarding em...

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Subject: How many vechicals are allowed?
Posted by Anonymous on Sat, 08 Jun 2002 17:37:00 GMT
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quote:Originally posted by BadBender:Just a quick question, I haven't looked for any numbers but on any given map, how many vechicals are allowed per team? I'll sometimes see "Limit Reached" when I go to buy a ride. I thought you could get at least 1 ride per person. Also, why are there limits if any?as many as you are missing brain cells

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Subject: How many vechicals are allowed?
Posted by Anonymous on Sat, 08 Jun 2002 18:59:00 GMT
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quote:Originally posted by Dogg:True...I think only Nod has the great advantage at the theft ring...with so many noobs jumping out in the middle of some maps and with black hands it's toooo easy...you can do it with gdi, but it's harder to sneak up...at least if the Nod is smart, he's in 3rd person view when he jumps out to repair so he can see around...I was in under and i saw someone get out of a mamy right in front of the nod base, he got killed so i got in his mamy and was going to protect if for him.  Then he came out of our base and saw me in it and started cussin and everything telling me to get out -- i said wait untill u get to it... and he was still mad.  So to shut him up i got out and a stealth walked right into it and killed him.          [ June 08, 2002, 19:00: Message edited by: Agent83 ]

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Subject: How many vechicals are allowed?
Posted by Anonymous on Sat, 08 Jun 2002 20:23:00 GMT
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Westwood should make a little faq. It's a 3rd topic about vehicles limit for the last 2 days.

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Subject: How many vechicals are allowed?
Posted by Anonymous on Fri, 21 Feb 2003 03:27:00 GMT
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no the tank limit is 9 the harv counts as a tank 2

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Subject: How many vechicals are allowed?
Posted by Anonymous on Fri, 21 Feb 2003 19:55:00 GMT

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The limit is 8-9 if you count the harvy, but you can only purchase 8 vehicles.If you take the vehicle of the other team and have it occupied by soemone on the thief's team, it counts agenst the team it was stolen from, if a vehicle is neutral, it counts agesnt the team it rightfully belongs to.

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Subject: How many vechicals are allowed?
Posted by Anonymous on Fri, 21 Feb 2003 21:14:00 GMT

Lt no it doesnt it always counts against the buyer team no matter what since ive taken an orca once there was 7 tanks on our side already i was IN the orca and another one came out and there was a harv so it always counts against the buyer team

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Subject: How many vechicals are allowed?
Posted by Anonymous on Tue, 25 Feb 2003 09:36:00 GMT

every map has a maximum of 8 tanks but if you steal tanks from the enemy then you can have 16 tanks, because they then can't build anymore tanks

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Subject: How many vechicals are allowed?
Posted by Anonymous on Tue, 25 Feb 2003 09:58:00 GMT

I never new that

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Subject: How many vechicals are allowed?
Posted by Anonymous on Tue, 25 Feb 2003 10:05:00 GMT

If realy wants to find out, and you don't belive anyone here, start up a LAN game and test it your self...

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Subject: How many vechicals are allowed?
Posted by Anonymous on Tue, 25 Feb 2003 10:08:00 GMT

How 'bout this for an answer...? I really don't know.  If the PT says limit reached, I can't buy one. Plain and simple.  Why does it matter how many a team can have.  Does it serve any useful tactic? Does it give us some super power that I do not know of, to know at any given time how

many tanks we can have?  Can someone be at every point on the map all of the time to count how many tanks your team has and then see if maybe the other team has stolen one.  Does this knowledge seem to give you the power to get it back?  All it may do is give you a heads up that the other team may dupe you becasue n00bs on your team will not shoot at it because they think it is a friendly.  Just watch to see if it is controled by the enemy and then shoot the stupid thing if it is.  Rant over.

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