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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 06:31:00 GMT  
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NO.Yesterday I left a game where we lost 4 Mammoth Tanks and a MRLS to people who decided to hop out near the enemy base and repair.REPAIR BACK AT OWN BASE! Or find a wandering engineer to fix you. Set the use button far away from your movement so you don't hop out on accident. Cannot stress this enough.

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 08:19:00 GMT  
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Yeah, we all hate n00bs. It happens all the time. Get used to it. If I was admin, anyone who gets a mammy stolen should be banned. They just don't seem to know its safer to let another engi/hotwire repair you, or if you're going to hop out, at least do it where it's safe (such as in your own base). Withdraw once your HP goes down to half.

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 08:36:00 GMT  
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I agree. You should repair near your base where it's safer. If there's an engy or tech around to fix you great, but don't be one of those idiots who just sits there and keeps hitting "I Need Repairs". People are not going to drop what they're doing to go running around trying to find you. If you're gonna a drive a tank, as it's probably been said several times before, be an engy, tech or hotwire. That way you can fix it yourself. Plus you get points for repairing your own tank you know. Just remeber to do it in a safe spot. That is all. Dismissed!

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 09:56:00 GMT  
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Also, and I see the a LOT, don't sit there screaming "I Need Repairs" if you are parked in the middle of a Tiberium field.IDIOTS!! The engy would love to heal you, but won't make much progress as they are dying while standing in the green stuff!

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 14:51:00 GMT  
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I love the dumb ones that continue to repair their tank even after I steal it. last nite on Under I

stole a Mammy. It was 3/4 repaired. The best part was that 4 mediums were coming right past us when i took it. They started driving toward our base and I was right beside them firing on them. Finally the last one realized what was up and started shooting at me but he was too late. The bad part was that the obilisk and myself took out most of them because my team was too busy shooting at me. Finnally they got the idea although the one Mo Ro must have been a little dense( he fired at me for like 30 seconds after everyone else) I guess my "I need repairs" were lost in the sea of "destroy that vehicle". LOL N BZ, You gotta love them!

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 16:44:00 GMT  
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lol, I rarely repair on the field, and when I do I repair only a little bit at a time then quickly jump back in.

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 17:33:00 GMT  
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What I hate is how ignorant people are!!!! Mammoth Tanks when destroyed give lots of points to the NOD side. How many times does it take to get through to these numbskulls heads not to buy mammoths in a close game. I have seen many games where the game is close points wise and then some poeple go "OH yeah, I have enough for a mammoth". The go into the field and get WASTED! And I agree newbies do this a lot. But I am a ranked lower than 600 consistently and I have seen people ranked lower than 1000 use this absurd tactic. 9 out of 10 times a close game comes down to the NOD side because GDI's ignorant players have Mammoth tanks destroyed. Case closed MOD wins every time that stupid tactic is used. Now do not take me wrong a mammoth tank is powerful but when everyone gos and buys a mammie than more often than not NOD wins. The MLRS is a much safer buy and gives less points when destroyed and does massive damage to vehicles and buildings!

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 18:27:00 GMT  
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TankCommander06 (or something like that) lost an MLR to me while he got out and repaired his vehicle.I sniped him from behind (Stealth BH with Sniper Rifle), got in his MLR and destroyed two of his teammates in Med Tanks.He got upset and let me know just how \*\*\*\*ed he was, and when I replied he just said he didn't care about MLRs or his team mates. After all, according to him, it was their fault they got destroyed because they didn't look at the Nod sign on the MLR he lost.Same game, I was still a stealth with a sniper rifle. I was in the bunker on the GDI side. GDI had 3 Mammoths, 2 Meds, and 1 MLR blockading our base.Nod was loosing HORRIBLY!! I was able to snipe an engineer who got out of his Mammoth to repair. Ran across the board and got in his Mammoth, destroyed the other two Mammoths before they knew what was happening, 1 Med

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and the MLR. Almost got back to my base with the Mammoth before the last Med tank destroyed me. Survived but lost the game. GDI was too far ahead in points But I was able to destroy TankCommander06 using that Mammoth I stole So I guess it was his fault for not paying attention to the Nod sign on the stolen Mammoth Moral, don't get out of your vehicle in the field. You are never safe no matter what side you are on. Do not think that your stolen vehicle doesn't matter because you didn't care about that type of vehicle. And Pay attention to the sign on all vehicles around you [ June 04, 2002: Message edited by: eg ]

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Tue, 04 Jun 2002 21:01:00 GMT  
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Only safe place to pile out is under the guns of a powered AGT. And that's about it. Just get in before the APC arrives.

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Wed, 05 Jun 2002 08:38:00 GMT  
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quote:Originally posted by eg:TankCommander06 (or something like that) lost an MLR to me while he got out and repaired his vehicle. That's the n00b aircraft killer's nickname!

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Wed, 05 Jun 2002 09:47:00 GMT  
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quote:Originally posted by Winsett Z:Only safe place to pile out is under the guns of a powered AGT. One game, I got out to repair my med tank outside the AGT. Little did I know that there was Nod tech lurking inside, he ran out jumped in it and blocked the entrance with it while he waited on his c4 to detonate. "GDI Advanced Guard tower Destroyed"

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:18:00 GMT  
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lol, best tactic to use is be nod, be a tech and a stealth tank and people wonder past u, so u shoot them in the back and drive off, , and u can then repair ur tank behind a enemy building if u know that no one can get there before u press the use key

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Subject: Protocol for repairing vehicles in-field.

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Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:34:00 GMT

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w00tl shouldn't be doing this...hehehew00ty Mcw00tBwahahahahahahahaah  
quote:TankCommander06 (or something like that) lost an MLR to me while he got out and repaired his vehicle.I sniped him from behind (Stealth BH with Sniper Rifle), got in his MLR and destroyed two of his teammates in Med Tanks.He got upset and let me know just how \*\*\*\*ed he was, and when I replied he just said he didn't care about MLRs or his team mates. After all, according to him, it was their fault they got destroyed because they didn't look at the Nod sign on the MLR he lost.and quote:But I was able to destroy TankCommander06 using that Mammoth I stole So I guess it was his fault for not paying attention to the Nod sign on the stolen Mammoth Thats bizarre. AirCraftKiller was playing gdi and a NOD guy got stole his vehicle. Then later he berated others and then was killed for doing the same thing himself.\*\*\*\* are you sure this is right? I thought that the guy was perfect. Well thats what he always seems to think, in comparison to the rest of us.w00ty mac w00t ;\*)[ June 06, 2002: Message edited by: oleum ]

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:34:00 GMT

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quote:Originally posted by eg:TankCommander06 (or something like that) lost an MLR to me while he got out and repaired his vehicle.I sniped him from behind (Stealth BH with Sniper Rifle), got in his MLR and destroyed two of his teammates in Med Tanks.He got upset and let me know just how \*\*\*\*ed he was, and when I replied he just said he didn't care about MLRs or his team mates. After all, according to him, it was their fault they got destroyed because they didn't look at the Nod sign on the MLR he lost.Same game, I was still a stealth with a sniper rifle. I was in the bunker on the GDI side. GDI had 3 Mammoths, 2 Meds, and 1 MLR blockading our base.Nod was loosing HORRIBLEY!! I was able to snipe an engineer who got out of his Mammoth to repair. Ran across the board and got in his Mammoth, destroyed the other two Mammoths before they knew what was happening, 1 Med and the MLR. Almost got back to my base with the Mammoth before the last Med tank destroyed me.Survived but lost the game. GDI was too far ahead in points But I was able to destroy TankCommander06 using that Mammoth I stole So I guess it was his fault for not paying attention to the Nod sign on the stolen Mammoth Moral, don't get out of your vehicle in the field. You are never safe no matter what side you are on. Do not think that your stolen vehicle doesn't matter because you didn't care about that type of vehicle.And Pay attention to the sign on all vehicles around you [ June 04, 2002: Message edited by: eg ]I didn't have time to prune out your post, but it \*\*\*\*es me right off...Remember, it's MRLS(Mobile Launcher Rocket System), not MLR.What the heck is a M.obile L.auncher R.ocket?

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:38:00 GMT

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bump, w00t A new ACK? quote: I didn't have time to prune out your post, but it \*\*\*\*es me right off...Remember, it's MRLS(Mobile Launcher Rocket System), not MLR.What the heck is a M.obile L.auncher R.ocket? bwahahahahahaa trollalalalala

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:48:00 GMT  
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wow, picky picky, whats wrong with saying it short(er)

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:53:00 GMT  
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quote:Originally posted by dudibob:wow, picky picky, whats wrong with saying it short(er)He's probably making up for something in the genital size region

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Thu, 06 Jun 2002 13:55:00 GMT  
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MLR, MRL, I don't care, it isn't as if people don't get the idea.And this isn't a thesis so who gives a flying fark? [ June 06, 2002: Message edited by: eg ]

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:22:00 GMT  
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w00tbump

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:33:00 GMT  
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quote:Originally posted by vijr:Mammoth Tanks when destroyed give lots of points to the NOD side.hey did'nt think of that thanks for the info

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Subject: Protocol for repairing vehicles in-field.  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:47:00 GMT  
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Don't do it! I read off this forum that someone hopping out and repair for few seconds and jump back in. While i tried it and got killed and my tank stolen (it was not a mammy). It wasn't you, EG, but the situation was very similar. Now I learned my lesson, I will never repair myself outside again, I rather blow up then watch in horror when a BH drive off...On other side of coin,

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during APC rush, when your little APC get blown skyhigh by def, keep your eyes peeled for empty veh! I was GDI and we got in Nod base yesterday, I got out and there was a flame tank right by the airstrip, empty! I could not believe my eyes as I was jumping around and avoiding getting shot, so I timidly tried to take it and I got it! The eng must jumped off since he think he is safe in his own base and was repairing the AS. Needless to say, next 50 secs was a lot of fun! [ June 07, 2002, 11:48: Message edited by: what\_a\_rush ]

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Sat, 08 Jun 2002 23:06:00 GMT

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Mammoths give the same ratio of points as anything else. It's just that they have more hit points to take damage from. Their slow speed makes them easier targets as well. But a mobile artillery hit to a mammoth should give the same amount of points as a mobile artillery hit to a medium tank. The biggest problem is that too many people don't know how and when to use Mammoths. Then there's the other side of people that are 100\% anti-mammoth all the time. Personally, I've recently become a big MRL fan. Firing backwards is quite a useful tactic in several situations. Just have to stay out of sniper fire. What's really bad is when you're in a close game and with 5 minutes to go you take out the AGT. Suddenly everying is plopping down nuke beacons like mad. GDI disarms them all and you end up losing. Yay! Great fun! quote:Originally posted by vijr:What I hate is how ignorant people are!!!! Mammoth Tanks when destroyed give lots of points to the NOD side. How many times does it take to get through to these numbskulls heads not to buy mammoths in a close game. I have seen many games where the game is close points wise and then some poeple go "OH yeah, I have enough for a mammoth". The go into the field and get WASTED! And I agree newbies do this a lot. But I am a ranked lower than 600 consistently and I have seen people ranked lower than 1000 use this absurd tactic. 9 out of 10 times a close game comes down to the NOD side because GDI's ignorant players have Mammoth tanks destroyed. Case closed MOD wins every time that stupid tactic is used. Now do not take me wrong a mammoth tank is powerful but when everyone gos and buys a mammie than more often than not NOD wins. The MLRS is a much safer buy and gives less points when destroyed and does massive damage to vehicles and buildings!

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Sun, 09 Jun 2002 03:03:00 GMT

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quote:Originally posted by vijr:What I hate is how ignorant people are!!!! Mammoth Tanks when destroyed give lots of points to the NOD side. How many times does it take to get through to these numbskulls heads not to buy mammoths in a close game. I have seen many games where the game is close points wise and then some poeple go "OH yeah, I have enough for a mammoth". The go into the field and get WASTED! And I agree newbies do this a lot. But I am a ranked lower than 600 consistently and I have seen people ranked lower than 1000 use this absurd tactic. 9 out of 10 times a close game comes down to the NOD side because GDI's ignorant players have Mammoth tanks destroyed. Case closed MOD wins every time that stupid tactic is used. Now do not take me wrong a mammoth tank is powerful but when everyone gos

and buys a mammie than more often than not NOD wins. The MLRS is a much safer buy and gives less points when destroyed and does massive damage to vehicles and buildings! Remember, it's Nod, not NOD.

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Sun, 09 Jun 2002 09:27:00 GMT

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Lets see... DO NOT repair your tank under the agt/ob, rather do it a bit further into your base, away from all structures. In my opinion, repairing in the field is ok provided you get some skills in doing it. Rule #1. Place a bunch of remote mines (6-10) on your tank before you even leave the base. Rule #2. Retreat from the front lines when you reach 1/2 health. Rule #3. Repair only in hard to reach places, or uncommon places. Rule #4. You have to really suck to get sniped while repairing... You have to absurdly suck to even let snipers out into the field in the first place.

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Sun, 09 Jun 2002 09:45:00 GMT

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In addition to this, though..on the maps with no agt/obelisk, repairing at your own base can be perilous, especially if you're GDI. I can't count the number of times I was Nod and I stole a vehicle as a stealth black hand. On the maps with agt and obelisk, repairing in base is ok. Repairing in field is not so great, unless you -know- your position is relatively secure. On maps without agt/obelisk, I'll never get out of my vehicles if I'm GDI, and I'm cautious about it when I'm Nod. The best solution for repairing in the field is to simply make sure your vehicles are backed up by a hotwire or a tech repairing behind you and moving around so as not to get sniped. I'll always call for a hottie or a tech (or be one myself) if our vehicles are getting dinked to death in a siege. It just takes a person who will think of the team and not their points to do it.

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Mon, 10 Jun 2002 00:13:00 GMT

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[/qb][[/QUOTE]I didn't have time to prune out your post, but it \*\*\*\*es me right off...Remember, it's MRLS(Mobile Launcher Rocket System), not MLR. What the heck is a M.obile L.auncher R.ocket?[/QB][[/QUOTE]WRONG! u have MRLS then u change to MLRS lol, u r confused, it is infact M.obile R.ocket L.aunching S.system

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Mon, 10 Jun 2002 00:59:00 GMT

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the MRLS is a vehicle actually in use by modern armies (at least US). it looks pretty much how it looks in the game, except, in reality, it is designed to shoot very far (many miles, not yards, as in Renegade). anyway, about this whole jumping out of vehicles crap, it's all about common sense, so people just oughta THINK a bit.

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Mon, 10 Jun 2002 01:57:00 GMT

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quote:Originally posted by CanadianMonk3y:Lets see... DO NOT repair your tank under the agt/ob, rather do it a bit further into your base, away from all structures. In my opinion, repairing in the field is ok provided you get some skills in doing it. Rule #1. Place a bunch of remote mines (6-10) on your tank before you even leave the base. Rule #2. Retreat from the front lines when you reach 1/2 health. Rule #3. Repair only in hard to reach places, or uncommon places. Rule #4. You have to really suck to get sniped while repairing... You have to absurdly suck to even let snipers out into the field in the first place. What you say is not all true! You are the reason noobs loose their tanks because they believe you 1) You remove 6 mines from base defense leaving only 24. If everyone in a mammoth does this your base is exposed to engine attacks. And if im a SBH i dont care to loose 50 Health points if i gain a mammoth. and if all 6 mines are on the same spot i enter from another side. So this tactic is crap. 2.) Agree with that. If you wanna save your tank retreat in time. 3.) Wherever you can go with your tank i can follow with my Stealth BH. I love following tanks waiting till the engine jumps out and steal them. 4.) I have no problems to snipe moving targets and everyone who plays with me knows that. So dont be so sure to escape the sniper bullets.

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Subject: Protocol for repairing vehicles in-field.

Posted by [Anonymous](#) on Wed, 12 Jun 2002 07:28:00 GMT

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Im gonna BUMB this

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