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Subject: Open Door Policy

Posted by [Anonymous](#) on Thu, 20 Jun 2002 15:53:00 GMT

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If your on defense against a tank that is blasting a building, stay out of the doorway!!! your getting the engineers and everyone else killed. But if your on the offensive you need those idiots that stand in the doorway, there ain't nothing like getting point and kills when your tank shells pound the inside of the building...Luv it! Those who stand still.....WILL DIE!

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Subject: Open Door Policy

Posted by [Anonymous](#) on Fri, 21 Jun 2002 07:48:00 GMT

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Thanks!!!!!! I never ever ever thought of that!

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Subject: Open Door Policy

Posted by [Anonymous](#) on Fri, 21 Jun 2002 09:08:00 GMT

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also, make sure you're attacking the building as close to where the MCT is as possible. that way the engineers healing the base will receive splash damage and either die, or have to quit repairing the building to refill.

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Subject: Open Door Policy

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

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I like the topic name btw: It's always fun to shoot 6 MRLS rockets into a building...  
\*boink\*\*boink\*\*boink\*\*boink\*\*boink\*\*boink\*\*boink\*

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