
Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:02:00 GMT

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Keep captured vehicles they count against your enemies vehicle limit. Do not use them protect them. And then when you have all they could produce have a 16 vehicle rush. I know a lot of you know this but a lot of people don't seem to understand.

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:05:00 GMT

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Might work well in small games or clan games but in bigger ladder games you know someone would f-uck it up

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:11:00 GMT

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In a pub server? Lmao... That would never happen. And it's a no-no in small games too. Because if it is a 5v5 and you capture a tank, they still wouldn't reach limit even if all 5 bought tanks.

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:14:00 GMT

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Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Fri, 28 Jun 2002 02:18:00 GMT

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A couple of times i have been on a very weird server probably full of newbies and n00bs , 3 people captured a medium tank so Nod had 3 medium tanks and i was on the Nod side ofcourse and i heard some people saying on my team "Do not repair the medium tanks!" so i thought "huh??" so what do you think they did? They got out of the medium tanks and they placed them close to eachother, all 3 of them bought a nuke and placed in the middle of the tanks, so i asked them "Why did you guys do that? why didnt you used them in the battle?" guess what they Sayed ... Somethings i still notice is that there are some US servers that have a name like this for example "No n00bs and no Newbies!!" or they wrote something like that in the Welcome Message when you join the game and a lot of times those servers are full of Newbs and n00bs , I was asking myself can't they read english or what??

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Fri, 28 Jun 2002 02:27:00 GMT
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hmm

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Fri, 28 Jun 2002 05:21:00 GMT
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You can do this on a 40+ player server on 'Under' by hiding the vehicles behind the wf. I did this once about 10 mins into a game and the vehicle was never found by our team. Surprising how few people on GDI go to that area of the base

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Fri, 28 Jun 2002 07:34:00 GMT
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hmm

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Fri, 28 Jun 2002 14:24:00 GMT
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Hey Beany, I do the same thing, on Nod I hide the tanks/buggies behind the Tib factory.....

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Fri, 28 Jun 2002 14:53:00 GMT
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Why hiding them? use them but don't get destroyed, that's all

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Sat, 29 Jun 2002 10:03:00 GMT
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Yea I do that a lot but these stupid n00bs say "look at all these free tanks behind the ref." they take them and get them destroyed, after that happend what could have been a 3 med tank rush turned into a 5 med tanks and 3 mammals, thanks to that n00b we lost big time.

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Sun, 30 Jun 2002 16:05:00 GMT

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I dunno, If I see an empty stealth tank, I feel as if someone left it just for me...I take it and blow my previous tank to hell. The only types of Nod vehicles which I would not readily pick up would be flame tanks, buggies, and Nod aircraft...all the rest are fair game. You know what really ****es me off? People who buy the stealth tank for a personal transport...they take the vehicle then leave it in the enemy base when they're done. Sure, a stealth tank may make an excellent way to sneak in and plant a beacon at the war factory, but isn't it a bit counterproductive to leave a free vehicle for them to use? If you see an unoccupied APC, use it for a rush! It's a great way to get into the enemy base, and it doesn't waste team tank space if it gets stolen back.

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Tue, 02 Jul 2002 07:55:00 GMT

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I always destroy enemy vehicles (That noone is using) that are in our base because think, if an enemy comes into your base they can use the tank to their advantage.--Shaun--

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Tue, 02 Jul 2002 18:00:00 GMT

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Shaun is dead-on. I can't begin to describe how much fun it is when I am dying in the enemy base with ppl chasing me with guns after I destroyed (or tried) a building, then bam! free tank in front of me! I had to rub my eyes (figutively of course) first and then jump into it and keep destroy buildings with it, oh so much fun. Points ppl brought up on this won't work on big team that has n00bs is so true, so I would never do it. But hey, if you do it regularly you mind tell me what server you play on?

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 07:03:00 GMT

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I've tried to get this to happen often but it never works. They're always a newbie or n00b who ****s it up. Most we ever kept is 4, all apc's. Some other n00b kept showing up with them on Hourglass, only himself in it as a shotguntrooper. Then the game ended, too bad, it might have gone all the way 16 vehicle-rush will only be so if both refineries and harvesters are destroyed. A harvester takes vehicle one slot too. Offcourse the server will have to be 32 player and full

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 07:24:00 GMT

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I remember some idiot (probaly a newbie) put his stealth tank next to the tunnel in city to repair it. I then saw him leave to go alllllll the way to the barracks(instead of the agt)then comes back with a hotwire(he had a engy) As soon as he steps out the door I hear that mammoth start up and my cursor tells me nod has it... sad very sad. Did you know that a mammoth can last 32 seconds against a AGT? Wel ost because of him when the mammoth died all the technicain had to do was plant his remote KABOOM.

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 08:30:00 GMT

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*****A harvester takes vehicle one slot
too.***** Really?

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 08:48:00 GMT

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tested it yesterday... it also takes a slot. when you destroy it, the purchasescreen pops from limit reached to vehicles for a second then your new harvester arrives and it pops back to limit reached. we've tried to be quick and order when the harvester is destroyed but for that you need to sooo fast. it's impossible i think. so you can have 7 vehicles and 1 harvester. then we destroyed our refinery and only then could we order the 8th vehicle. thus the limit for the game is 8 vehicles for each team including the harvester.

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 08:59:00 GMT

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I agree that this can be a good tactic, but there are times when it more advantageous to use the captured vehicle - example...if you are GDI and capture a Nod stealth tank, use it, because Nod won't be expecting it...Also (as most know), rushing the enemy base in one of their own APCs can give you a few extra seconds before you are recognized...

Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 09:38:00 GMT

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I would LOVE to see a 4 mammy, 3 flame tank rush. Whooe, mister! NOTHING could stop you.

Subject: Keep Captured Vehicles
Posted by [Anonymous](#) on Thu, 18 Jul 2002 00:12:00 GMT
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besides the lag created by the 3 flame tanks. Blech...
