GDI Tankers...."Don't recharge your own tanks in battlefield". Does the word "invisible" mean anything to ya?

Said many times

Yeah, but I find that if you're Nod then you can switch to 3rd person and have a view of everyone coming so you can get in your tank in plenty of time. If you're worried of getting sniped then back you vehicle into a wall and crouch behind it. You can still see people in third person.You can also do it as GDI if the Hand of Nod has been destroyed and you know for a fact that all stealth black hands are dead and gone. But NEVER do it with a mammoth tank, because you can't see over the top.I have never gotten a vehicle stolen while taking these precautions.

i haven't gotten my vehicle stolen either...i always repair at base or if there r no more cloakers i'll repair outside...but i have been blown up by a teammates vehicle because it got stolen and he didn't listen to me...and u noe wht i hate most about vehicles...is wen u c ur own vehicle go against u!!!

Never, EVER get out of a stealth tank in the field. I watched some bozo start repairing his damaged(but still cloakable) tank at the mouth of the GDI base...before I could detonate it, a GDI engineer jumped in and ran his arse over.Even better: Do not EVER get out of your tank (unless you're an engineer and there's a beacon in your base). If there are friendly engineers nearby, let THEM do it. It's considered bad form to give one of only 8 tanks to the bad guys.

Subject: I N V I S I B L E
Posted by Anonymous on Fri, 05 Jul 2002 21:25:00 GMT
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I don't care if you "know" all the stealths are dead or you "know" you can see them coming up.People can't watch everything in the game and can't guard their vehicle against stealths (even if you are cheating and using a neon pink stealth hack skin).I have stolen a lot of vehicles from people that thought they were safe or people that thought all BHs were dead.You are not safe unless you have auto cover fire from your base defenses.

Subject: I N V I S I B L E
Posted by Anonymous on Sun, 07 Jul 2002 13:23:00 GMT
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That's true, you are not 100\% safe no matter where you are from getting your vehicle stolen, but you can be reasonably sure in certain situations. There are some instances where you do know for a certainty that all Stealth Black Hands are dead. What it comes down to is if you run back to base to repair, the enemy might break through your teams lines, then you lose control of the field. But if your team has a firm grasp and you're not an essential part of the siege then there's no reason not to take the extra precautions. It's a judgement call mainly, but you should never get out of your vehicle unless you can see all angles, are sure Stealth Black Hands are dead, and you are able to get into a position where snipers can't hit you. Also, it's unnecessary to sit in the field and repair to full health, especially if you're not a Tech/Hotwire. Just get back enough health to keep fighting. Another good strategy, if your team has mined the base well and has plenty of open spaces, then put some remote mines on your vehicle in case someone does steal it.Once again, following the above rules I have never gotten a vehicle stolen. I've also never used remote C4, but it might help some people who get their vehicle stolen a lot.

Subject: I N V I S I B L E
Posted by Anonymous on Mon, 08 Jul 2002 00:57:00 GMT
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...even then you aren't safe...only safer. If your team is having a big problem with losing tanks to the other side, just do this to anyone who gets out in the field:1. warn them: "hey, dude, move it or lose it!"2. then blast the empty vehicle to atoms. They'll yell at you, but it sure will solve the problem of stolen tanks. And maybe if you're lucky, the moron will have the good sense to get back in after the first shot.   I do that in any FPS I play anymore...if someone gets out of their vehicle in no-mans land to repair it, I blow it to hell and calmly explain to the team what I did and why. Better to kill the tank now than to get killed by it later.

Subject: I N V I S I B L E
Posted by Anonymous on Mon, 08 Jul 2002 23:07:00 GMT
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Depending on the map (and how we're doing on mine count), I usually cover my vehicle with proximity mines. After a while they become invisible, and anybody who tries to get in is in for a big surprise. It's also nice for those kamikaze apc runs to the enemy base. Picture this:You're in city. You just deployed a beacon outside the enemy power plant, and you see an enemy tech heading for your (now empty) apc. You yawn and watch, pointing and laughing as they blow themselves up trying to get in. Don't forget to point. It's important. It's extra funny when they say "WTF!?!?!?" after they die.Another option is to load it up with remote c4, and if it gets stolen, let `er blow!

Subject: I N V I S I B L E
Posted by Anonymous on Tue, 09 Jul 2002 09:42:00 GMT
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Yeah - i've seen this debate since day one --No really good answers --If i see a teammate jump out to repair -- and im on foot - i jump in to cover them.(usually the person is a newbie and yells for me to get out...*sigh* will they never learn?)Doing it this way - they get repair points (which you dont get for empty tanks) and it prevents a enemy from taking it over.Also - i noticed that some perps will buy a tank - while there in another building - like the PP on city. So - sometimes - they get killed on the way - distracted - etc... and *boom* some enemy runs in an steals the brand new tank.This happens alot on maps without base defense.I would suggest you only use the WF to buy stuff - your closer to it and you dont have to worry about it missing by the time you get there.(one time i saw a hotwire on my team place some mines around a tank that rolled out ---- as the perp ran to the tank -- they blew up - he died - and the hotwire got the tank.... Now - would it of happened if they were closer? -- maybe not..)

Subject: I N V I S I B L E
Posted by Anonymous on Tue, 09 Jul 2002 11:33:00 GMT
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"Depending on the map (and how we're doing on mine count), I usually cover my vehicle with proximity mines. After a while they become invisible"Wow, what a great idea   "Depending on the map" THERE IS 0 and I repeat 0 maps where 30 mines is more than enough so that you can play your own little "trick", cuz you never know what the otherside is going to do, little apc rush, little nuke run, EVERY SINGLE mine is another one that will keep your buildings up longer. If you do it non-laddered, go ahead, if you do it laddered, I will see to it to have you killed myself. Can you say non-team player? I am SOOO tempted to use the other N word...   "I usually cover my vehicle with proximity mines"cover it eh, let say that is 5 then we have 30-5=25 prox left, best case senario say you are in volcano or complex you got 3 buildings, 25/3 about 8 mines, so 4 per door or something like that, APC rush of 3 techs will take you out with luck, 4 or more techs, you can kiss your building bye bye.   "After a while they become invisible"ROFL, gee, did they really became "invisible" or your teammates who are obviously not as "smart" as you are, actually put more mines in the base so yours became "invisible"?!   [July 09, 2002, 11:34: Message edited by: what_a_rush]

Subject: I N V I S I B L E
Posted by Anonymous on Tue, 09 Jul 2002 12:22:00 GMT
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Alot of times people will leave 1-2 empty medium tanks right inside our base...close enough for an enemy to run and jump in. Anytime I see this I tell the team to move the tanks, and if they dont I shoot them until they are in the red...at least this way if an enemy jumps in, they can be easily destroyed and wont trash our base or be able to get back to their base alive.

Subject: I N V I S I B L E
Posted by Anonymous on Tue, 09 Jul 2002 16:00:00 GMT
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"THERE IS 0 and I repeat 0 maps where 30 mines is more than enough"C'mon... you've gotta admit that in certain "quick game" maps mines are pointless. Especially if they're inside the building when somebody steals your tank."Can you say non-team player?"Yes, I am a non-team player. I am a renegade, which, if you haven't noticed, is the NAME of the freakin game. A maverick. A wildcard. A loner. My APC never has any other people in it. I push my teammates into the obelisk to distract it.But you know what? I win."I am SOOO tempted to use the other N word..."Why not? It'll help display your intelligence to the C&C Community."APC rush of 3 techs will take you out with luck, 4 or more techs, you can kiss your building bye bye."And 5 mines would have saved it? In a map with no base defenses, such as volcano, it's a challenge to stop a tech rush with 4 or more techs. In fact, with 4 techs, they can plant their C4 on the OUTSIDE of a building and have it in the yellow. Not to mention the 5 seconds it would take for 4 techs to disarm your mines."ROFL, gee, did they really became 'invisible' or your teammates who are obviously not as 'smart' as you are, actually put more mines in the base so yours became 'invisible'?!"Obviously you haven't been playing the game long enough to know that c4 turns invisible after a vehicle carrying it has driven around a little.Anyway, all I'm saying is that mining your tank is a viable strategy. If nobody has laid mines in the base, then I'm not about to. I'm busy on offense.If the mine count makes my vehicle's mines disappear, so be it. At least they're going somewhere.

Subject: I N V I S I B L E
Posted by Anonymous on Thu, 11 Jul 2002 16:08:00 GMT
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if i get out of the tank to heal it i set at least 1 remote c4 incase it gets stolen. if i INTEND on it getting stolen, i set ALL my c4 on it (all though i dont unless i get WACKO or INSANE or CRAZY! or i i know im gonna win or i know im gonna lose)