
Subject: this is a pretty cool idea.
Posted by [Anonymous](#) on Wed, 11 Sep 2002 01:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

On hourglass, I was Hotwire, were on the left flank. im repairing a tank. got mines at the tunnel to discourage snipers and stealth sneaks. Im useing 3rd person. Anytime someone or something breaks through I jump into the tank Im repairing to stay protected.when I was not in the tank I was trying to strafe and jump lots to keep from getting hurt or sniped.Its not really a tactic just smart playing.also Im trying to get to 350 posts and Im almost at it. LOL

Subject: this is a pretty cool idea.
Posted by [Anonymous](#) on Wed, 11 Sep 2002 06:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

So...you jump around repairing a tank,and make a new topic to tell us this?What ever...

Subject: this is a pretty cool idea.
Posted by [Anonymous](#) on Wed, 11 Sep 2002 10:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah it's a good tactic to get out everyonce in a while to repair in the field.But don't waste mines in the tunnel, they are better used at the AGT. Mines also need to be put in the back doors of the WEPS and REF, since people are now bypassing the AGT.

Subject: this is a pretty cool idea.
Posted by [Anonymous](#) on Wed, 11 Sep 2002 15:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't mean bypassing as in CHEATING.Bypassing as in 2 flame tanks and 1 light tank rushing the tower. One flame tank attacks the AGT, the others continue on behind the WEPS. Most of the time everybody is usually intent on repairing the AGT that they won't follow you. A couple people sneaking in can reek havoc on GDI's tender vittles (ie. WEPS and REF)

Subject: this is a pretty cool idea.
Posted by [Anonymous](#) on Thu, 12 Sep 2002 00:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by thousand_sun: since people are now bypassing the AGT.Hows that so?.....oh yah and I know peeps hate talking bout this but I was in a game on the homeland security server on WOL....I was being shot at by the OB and I could see the rays(only in the view where u can see ureself) ...so even if ur not the host then yes u can see it.

Subject: this is a pretty cool idea.

Posted by [Anonymous](#) on Fri, 13 Sep 2002 23:31:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also I like tho put the mines in the wall at the doors and one on the floor. tech/hotwire/eng sometimes dosnt see the ones stuck in the door.blammo, building safe.LOL

Subject: this is a pretty cool idea.

Posted by [Anonymous](#) on Sat, 14 Sep 2002 03:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well yes putting mines in walls is a good idea... but its not really needed on maps where units are going to rush into buildings... because if they are followed they're not going to have time to stand there and disarm the c4's nor should they stand there and waste time like that...so putting c4's in the walls is more or less just a waste of time when you can easily just place them on the floor with much less hassle...and jumping around while repairing is a good idea, but you should also impliment the short repairs to ensure that you don't get your tank stolen by a stealth unit.... get out repair for 3 seconds get in drive, shoot around, get out repair... etc... do this until you are fully healed.

Subject: this is a pretty cool idea.

Posted by [Anonymous](#) on Wed, 18 Sep 2002 11:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

OH I dont get out of my tank to repair while on the field. back out and fix, or jump out of tank when its in the red and about to be destroyed, no points for the kill to the other team.only damage points.empty tank kills dont give any points.
