Subject: Engineers Rushing Tanks
Posted by Anonymous on Fri, 10 Jan 2003 08:22:00 GMT
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This is not so much a strategy than it is an observation. Tanks flee Engineers.I have found that people in tanks will take no notice to basic infantry (minigunner, shotgun, or even flamethrower), however if you get the basic engineer, they will stop pounding whatever building they were and start shooting at you.One time I GDI was pounding our HON with two mammys and a med on Walls, and I charged the entrance to our base with a basic engineer wielding only a pistol, both mammys and the med stopped shooting the HON and went after me. After bouncing and jumping around for a bit trying to get close enough to throw some C4 (all three tanks were backing up) I got killed. This gave only 1 point to GDI and allowed our HON to be completely repaired.This tactic sometimes can buy your team 5 to 15 seconds from attack depending on how lucky/good you are at jumping around. Sometimes it is useful, most of the time it is futile, but it is always fun to see two mammys retreat at the advancing pistol!This doesn't work on everyone, and your kill/death ratio suffers, but sometimes it is necessary to take one for the team.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Fri, 10 Jan 2003 09:00:00 GMT
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quote:Originally posted by frijud:[QB]This is not so much a strategy than it is an observation. Tanks flee Engineers.[QB]Wholeheartedly agree. I personally will back up and kill the engineer from a distance, because I know darn well he has a timed c-4 ready to lob at the first sign of my moving forward. Now if there are 4-5, I will roll forward and kill them all at once so the other tanks don't have to be distracted with them, and I take it on the chin for the team.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Fri, 10 Jan 2003 10:05:00 GMT
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I'm scared of Engineers.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Fri, 10 Jan 2003 14:22:00 GMT
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quote:Originally posted by lukazan:I'm scared of Engineers.Arent we all? But I take the smart man's approach and squish em and make jerky outta them

Subject: Engineers Rushing Tanks
Posted by Anonymous on Sat, 11 Jan 2003 07:51:00 GMT

quote:Originally posted by DBB: quote:Originally posted by lukazan:I'm scared of Engineers.Arent we all? But I take the smart man's approach and squish em and make jerky outta them   one time, an engineer is chasing behind me, then he was going nearer and nearer, I pretended that I didnt saw him since the MRLS's rocket Launcher dosent turn, the moment that he is about to plant c4s behind me, I suddenly moved back and eventually squished him!

Subject: Engineers Rushing Tanks
Posted by Anonymous on Sat, 11 Jan 2003 08:14:00 GMT

Basically engineers have explosives which can seriously damage tanks so thats why they flee [January 11, 2003, 09:22: Message edited by: Rvddps]

Subject: Engineers Rushing Tanks
Posted by Anonymous on Mon, 13 Jan 2003 08:05:00 GMT

Engineers are one of the most deadly units in the hands of an expert. Even releatively poor players can inflict decent damage if he is lucky.Experts have a lot of options available at any given time - should i repair my teammates tank, or is it ok? should i shoot the enemy engi with my pistol? should i sneak up behind the sniper and blow him up wiht my remote c4, should i risk c4 that stealth tank? should i return to base and repair that building? Should i try a rush?remote c4 is lethal!proximity is even more lethal!

Subject: Engineers Rushing Tanks
Posted by Anonymous on Mon, 13 Jan 2003 14:49:00 GMT

yup, one thing you can do if your lucky, is the.... BLUE BEAM RUSH! lol, i remember that... anyways, ya, if theres only like 1 tank on the field, (make sure there hurt) u run at them with your blue beam, (sum will kill u, sum wont) ya.. u run at em, keep firing that blue beam, then once you star repairing them for a split second, THROW YOUR C4!! this does work ussaly if the dude in the tank is a idiot lol, when this happens to me, i let the engi approch me, but once he gets a a certain distance i back up a bit, so theres always a big space, then if the engi gets hostile with c4, YA RUN EM DOWN lol, ya anyways... just my 2 cents

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Subject: Engineers Rushing Tanks
Posted by Anonymous on Tue, 14 Jan 2003 14:35:00 GMT

if your know how to use a tank you can kill an engi in 1 or 2 hits

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Subject: Engineers Rushing Tanks
Posted by Anonymous on Thu, 16 Jan 2003 08:16:00 GMT
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If the engineer is lucky the take will have to take 3 to 4 shots to kill him, and in the meantime, the building that the tank was pounding is is being fixed.Four shots on a building is what...around 80 points or so? Four shots killing a basic Engineer is 1 point. Good ratio if you ask me, unless you are going for kill ratio, then it is not so good.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Thu, 16 Jan 2003 09:53:00 GMT
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i am curious, how long does it take for the timed c4 to explode, i never really stood there and counted after i threw it lol

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Subject: Engineers Rushing Tanks
Posted by Anonymous on Thu, 16 Jan 2003 09:56:00 GMT
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45 SECONDS.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Thu, 16 Jan 2003 09:57:00 GMT
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 heh wow, i didnt think it took that long, guess time flies when your in the middle of a war lol

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Subject: Engineers Rushing Tanks
Posted by Anonymous on Thu, 23 Jan 2003 17:40:00 GMT
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Yeah it does.When engineers are approaching (or any unit for that matter) you gotta love the right click feature (some artillery will fire a short range, curved shot that lands at about 2:00.

Subject: Engineers Rushing Tanks

Posted by Anonymous on Wed, 29 Jan 2003 08:08:00 GMT
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Every infantry unit has c4 and should be killed.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Fri, 31 Jan 2003 08:13:00 GMT
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quote:Originally posted by KIRBY098:45 SECONDS.Minor correction:30 seconds before detonation....

Subject: Engineers Rushing Tanks
Posted by Anonymous on Wed, 05 Feb 2003 11:43:00 GMT
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I was also under the impression timed C4 had a 30 second fuse.

Subject: Engineers Rushing Tanks
Posted by Anonymous on Wed, 05 Feb 2003 11:47:00 GMT
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quote:Originally posted by The Real Gizbotvas:I was also under the impression timed C4 had a 30 second fuse.It has? And i always started crying because it never blew up when right clicked...

Subject: Engineers Rushing Tanks
Posted by Anonymous on Thu, 06 Feb 2003 18:16:00 GMT
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it has a 30 second fuse, I know, I have the count down for it

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