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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.

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