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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 21:50:00 GMT

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quote:Originally posted by modemmack:The NOD tanks by comparison to GDI tanks are very light on armor. The one advantage that NOD tanks have is that their turrets rest on the back of the vehicles. This means that if you drive the tanks backwards you give the enemy a much harder target to hit, even harder if you have cover. NOD tanks CANNOT compete with GDI tanks one on one, and up close. If you know the obstacles on a level you can back away while attacking. It's much easier to hit vehicles, and personnel who are walking in to your shot, than it is for them to hit to moving away. They might think your retreating, become so eager to destroy you that they don't realize how many hits they are taking. If you have distance on GDI forces try to keep your tank at awkward angles, and always keep moving. Never face up on GDI tanks, because they will usually tear you apart. The best angle you can have forms a T shape, with your flank to their front. While this gives GDI forces a larger target, moving randomly back and forth negates this. I believe me this works perfectly. I always rank in the top 20 and I never use nukes. Plus I currently maintain a 14 to 1 kill/death ratio (1400 to 96). Best in the game. Yours Truly, Modemmack-The Death Bringer

I've seen you play; you suck at this game. You blindly charge into battle with your pathetic tank and never make it out alive 75% of the time, because your fucktarded self can't understand when you need to retreat. I've wasted your vehicles and yourself so many times, it's not even funny. You're only good when your team does the work for you. Beyond that, you suck ASS. By the way,

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