
Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 14:27:00 GMT

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quote:Originally posted by Frontrunner: It is always better to have a designated driver who stays in the vehicle. Do not abandon a vehicle in the enemy base. The driver can provide cover and a diversion. Too many of you N00BZ give up a vehicle due to a one moron rush or feild repair. LOL! Stopping 1 man APC rushes is common place almost every game. But this had to be the stupidest rush I've ever seen: one time some guy tried to flame rush our AGT but got out of the flame tank to C4 the MCT. I laughed as I took his tank and killed him - the AGT lived since he was a soldier. The Nod base fell real quick after that. quote: Also please feel free to throw on as many c4 as you can so that your base is as vulnerable as possible. The rumor about a 30 mine limit does not apply to the team I'm playing against. Remember if you see me on your team we only get 30 c4, if I am not on your side you get 100+ I'm not sure why. If you don't see my name on your team place as many c4 as possible in the dumbest places you can find. Stack them up if you can make them 6 deep so that they work like a beacon Put atleast 25 in one place so that you don't lose that one building. I'd reccomend the Barracks/HON those are the most important structures, Nobody need the power plant or Guard tower/Ob. The airstrip/weapons fact are highly over rated as well and the refinery is a joke You'll earn so much more money with the c4stack than that slow harvy could ever give you.ROFL![May 09, 2002: Message edited by: StuntCorpse]
