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Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 09 May 2002 13:01:00 GMT

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quote:Originally posted by Fronrunner:Quote:Originally posted by JunoReactor:I found that when you place proximity mines on and around your APC/Buggy it will actually prevent some people from trying to steal your vehicle when you rush a building (granted you make it out alive to jump back in and ride off)..... I tried it last night and it actually killed a guy when he tried to steal it.....but the flipside is that if your APC/buggy is heavily damaged, the proximity mines will destroy your ride.....but thats a good thing, who wants to give the enemy a free vehivle? 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. Always stay in your vehicles. Other wise you'll probably see my sniper drive away in it after shooting you in the head or not see my stealth run over you with it. I really like the retards who give me Mammouth tanks. 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.[ May 09, 2002: Message edited by: Fronrunner ] [ May 09, 2002: Message edited by: Fronrunner ] [/QB]Are you kidding? You cannot not win with JUST the Hand/Barracks. Yes it is very important to keep your Hand/Barracks but it's kind oh hard to do an infatry rush against a AGT. Also the refinery brings in alot more cash then you think.. every minute you get 200 and then the harvester also brings in 300 it only takes hte harvester a long tine on the map "city". AND the Power Plant is the ost important struture, wihtout it your base defenses are gone AND everything cost double. a mere Officer would cost 350C. While a Raveshaw would cost 2000 or even the tech/hot cost 700 with out PP.I think I've said enough so I'll shutup.

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