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Subject: Stealing enemy tanks...

Posted by [Anonymous](#) on Fri, 15 Mar 2002 20:23:00 GMT

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quote:Originally posted by CanadianMonk3y:I have heard in the forum that the 30-second buy lock on vehicles does not matter to people on the opposing team... I tried to steal an enemy med tank on Walls, but it would not let me get in... (I later just nuked the stupid plant)...For a final question... IS IT POSSIBLE TO STEAL ENEMY VEHICLES BEFORE THE 30 SECONDS ARE UP?(Full version, fully updated).Never heard of this.Anyway speaking of walls, I can still remember playing as NOD sneaking right up to the weapon factory, just a mammoth was rolling out. Stole the Mammoth and attacked and destroyed the Refinery as the GDI moron was cursing me out for stealing his tank. Ran over him and destroyed the Weapon Factory, his moronic teammates where attacking the NOD base leaving the GDI base wide open and defenseless and no engineers in sight for me and teammates of the assault team while the defense team was back defending the base.

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