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Subject: Re: Buggy can kill mammy

Posted by [Dr. Lithius](#) on Fri, 30 Sep 2005 20:50:09 GMT

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danpaul88 wrote on Thu, 29 September 2005 08:34 Joseph Collins wrote on Fri, 23 September 2005 14:07 Again, only if they're smart. That's an annoying "glitch," might I add. I don't like the fact that tanks and certain other vehicles can wheel on-the-spot and end up running you over just by turning. Unfortunately EA games thought this might be a nice glitch to copy over to BF2 as well, since tanks can turn (almost) on the spot.

Actually, I just meant that a tank moving even slightly just has to nudge Infantry to kill them if the Infantry is close enough. It doesn't even matter what side of the tank they're on. Just turn and they're squished. It's perfectly realistic that a tank can turn on-the-spot considering in most tanks and treaded vehicles, either tread is manually controlled. (Kind of like the dual-engine system in that Star Wars Racer arcade game. =P)

Spoony wrote on Fri, 30 September 2005 02:04 a tib sydney can kill an artillery if the artillery sucks, but it isn't likely against someone who doesn't

I must play against a lot of stupid people then, considering I can take out Artillery, Stealth Tanks, Apache Helicopters, and pretty much anything other than Light Tanks with my little Tiberium Auto-Rifle. On some servers, I actually play double-roles by blowing myself up as Sydney then collecting the spawned Tiberium Auto-Rifle as a Hotwire. Cheap, I know, but hey... It's an effective way to keep our base alive if I'm the only one intelligent enough to mine and have to keep doing so...

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