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Subject: Re: Buggy can kill mammy

Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 06:37:45 GMT

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You obviously don't play in games where people psychotically burst into your base with Stealth Tanks at the drop of a hat and focus on just smashing up buildings, as opposed to trying to fight people who might be attacking them. . . Besides. Stealth Tanks can't hit Infantry that sits right next to them. Everyone knows that. Neither can MRLS trucks. But staying to the (current)topic, most people don't seem intelligent enough to try and wheel around to run infantry over when they're hammering away at their 900 Credit vehicle. Why? I don't know. People just aren't. Me? I'm not stupid enough to wheel into the enemy base and start opening fire by myself. I sit and wait if I feel the need to wander behind enemy lines. Otherwise, we all go together.

As for using Sydney for defending the base. . . When you're unprepared and/or broke, 167 Tiberium Auto-Rifle shells seems like a downright bargain at 150 Credits. Especially when everyone else happens to be hiding inside the building that Stealth Tank is aiming for. Additionally, Tiberium Auto-Rifles do splash damage and tiberium poisoning to Infantry units.(Excluding mutants and Chem. Warriors.) A small rush of Sydneys right at the start of a match can do quite a bit of damage as far as infantry goes. Hell, get three out there and bomb a building. They can more-than-defend against any other low-tier Infantry unit if guarding Timed C4. They also make pretty decent support for an Engineer rush at the start of a game.

My question to you, my friend. With long range, a firing rate of five rounds per second, splash damage, and tiberium poisoning. . .what's not to like about the Tiberium Auto-Rifle? It's one of the very few low-tier Infantry weapons that actually does fairly acceptable damage to Vehicles and Infantry. What more could you possibly want?

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