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Subject: Re: Buggy can kill mammy

Posted by [mision08](#) on Mon, 03 Oct 2005 16:06:56 GMT

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A buggy will never take out a healthy mammy. I don't care how close you get, or how shitty the opposition is. If this happens, the player is either AFK, a special needs human or just trying to hinder his/her team. A shotgun trooper vs an mrl? hmm, a simple engineer has 2 remote c4 and 1 timed just in case. If in a rare situation I happened to be a shotgun trooper taken on an mrl. I believe I would toss my timed c4 on it. I am almost positive that 1 timed or 2 remote c4 are sufficient means to neutralize an mrl, arty, buggy, hum-v, orca, Apache, Havoc, Sakura, Hotwire, tech, ect...

A buggy against a mammy! lol, I saw a similar topic before. A buggy taking out an apc and some mediums at field!!! LOL

A side note to the absurd, I have taken a personal challenge of a GDI gunner vs a light tank. After 6 quick kills of his elite gunner, he didn't want to play any more. He finally got the picture and has moved on to other characters and better tactics. still a n00b ass though

Quote:I ran around as a Sniper on one map, and then again when the next one rolled around. I died, and swapped to the Shotgunner. When I did, I noticed a dramatic increase in my Anti-Vehicle and Anti-Personnel effectiveness. Lijitsu You mean decrease? A sniper is no more than a point whore on heavy armor vehicles, but is quite effective on the light armor ones. And unless you snipe from inside a building the shotgun trooper is not the anti personnel character of choice. Even inside a building the remote c4 is arguably the best weapon.

Here is a trick you might not know. TACTIC AND STRATEGY TO FOLLOW!!! If you have no proximity mines available, and use remotes to fortify a building. After you lay the mines you can change to a shotgun trooper and the alt-fire button will still detonate the mines. Stop laughing, I'm positive a n00b will read this. POSITIVE

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