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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Tue, 19 Feb 2002 15:51:00 GMT

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when you REALLY ned to repair your tank and you know you won't last all the way to your own base, and you can repair it (i.e. if your engy or hotwire/techy) then jump out and start to repair it, and make it so you wait untill you haver the tank up to almost full health and then jump back in b/c if an enemy wants to steal your tank, and your repairing it, then they will alomst always wait untill you it is fully repaired. this taictic is somewhat brash but it will work ababout 4/10 times, and if it's nowhere near repaired and they steal it just remote c4 it.

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:07:00 GMT

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true.. but there is a chance you could get sniped while you do so.. and you recieve 0 points for the risk...

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:15:00 GMT

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I stole a Mammoth when somebody was doing this.Great fun. (For me)-Nathan

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:50:00 GMT

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stealing enemy tanks is fun...ive stolen about three mammoths just by waiting around with a stealthy and also hiding behind rocks...

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 11:25:00 GMT

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I pick off the negie and take the tank nomatter how badly damaged it is. Drive it into base the enemy thinks you rushing untill they see you not getting damaged then its too late.

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 17:09:00 GMT

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To date, I have stolen:1 light tank2 humvees2 med tanks1 buggy

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 17:16:00 GMT

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And so what's the moral of the story kids?That's right!If you're in a vehicle, (say it with me)Don't. Get. Out.(Exception is of course if you need to disarm that nuke which'll lose the game for you. But that's different.)Tune in next week kids when Unkie Grimn will be talking about Nook-lee-r weapons. -Nathan[ February 20, 2002: Message edited by: Grimn ]

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 17:29:00 GMT

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quote:Originally posted by Grimn:And so what's the moral of the story kids?That's right!If you're in a vehicle, (say it with me)Don't. Get. Out.(Exception is of course if you need to disarm that nuke which'll lose the game for you. But that's different.)Tune in next week kids when Unkie Grimn will be talking about Nook-lee-r weapons. -Nathan[ February 20, 2002: Message edited by: Grimn ]no \$#!+thats the number one newb mistake.i love newbsthey make good cannon fodder

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Wed, 20 Feb 2002 17:37:00 GMT

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I couldn't steal my mammoths without em. One amusing story. I was on GDI in the demo, in a Mammoth bombarding the base with 3 other Mammoths and a couple of Mediums.Realizing the ridiculous numbers we have against Nod, I start to rush the Obelisk. After I die, I go back in an APC. I find to my delight that the others took my lead. There's utter chaos in the Nod base. We're kicking a\*\*. Except... One person got out of his tank. IN THE MIDDLE OF THE NOD BASE. I saw him trying to repair it. What the hell was he thinking? So I die agan after taking out a stealth and a buggy. Cursing all the while.It took two more runs (and deaths) on the base to take out the captured Mammoth. We did win in points. But we could of won by taking out their base. So close... [ February 20, 2002: Message edited by: Grimn ]

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Fri, 22 Feb 2002 05:06:00 GMT

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I've lost count of how many enemy vehicles I've stolen already in the demo. I agree with Grim,

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never get out of your vehicle. I don't.

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Fri, 22 Feb 2002 05:21:00 GMT

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Don't follow this strategy. It will get you killed and if you are in a mammoth tank your teammates will also want to kill you when they get blown to hell by the guy who stole it. NOD has stealth troops which are excellent for stealing tanks. Another important reason not to repair your own tank is points. You get 0 points for repairing your own empty tank. Let your teammates do it so they get points.

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Fri, 22 Feb 2002 07:22:00 GMT

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It's not only enemies that steal your tanks when you get out to repair it... I drive my tank back into the base (as there weren't any engineers around), stick it in a corner, hop out, start repairing it, it gets to nearly full health, and one of my 'teammates' jumps in and drives off with it...of course, thats not much of a problem coz u've always got a few thousands credits left, unless u die heaps...

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Fri, 22 Feb 2002 12:22:00 GMT

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I had stole 1 stealth 1 light 1 APC and a humvee.

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Subject: a huge hint with repairing tanks

Posted by [Anonymous](#) on Fri, 22 Feb 2002 19:06:00 GMT

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If my tank gets damaged, I drive it back into my base (or if its an enemy unit i stole, i park it behind a building so the AGT or Obelisk don't get it) and I repair it in my base. NEVER repair yourself on the battlefield.

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