
Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

When repairing a tank does it go faster if you aim at the treads, or the turret, or whatever? or is it all the same?

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it's all the same...

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

As many of you know that nod has a tactical disadvantage in the demo map (C&C_under). GDI can destroy the airstrip with a MRLS without being shot at by the Obelisk of Light, But what about nod? Well i'll tell you, If you want to destroy the GDI weapons factory you can shoot at it with the mobile artillery and not get hit by the guard tower, the secret is to move your artillery right up against the far wall and make it so you can just see the weapons factory. (note: this may take several tries for you to get it right and you need alot of backup because of enemy vehicles.) Hope this helps you in your multiplayer demo adventures, HAPPY FRAGGING!!!!!!!!!!!!!!

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 07:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its all the same but I would circle strafe so no sneaky fool can steal your tank without you fighting for it.

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 08:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The AGT doesn't have the same firepower as long as you stay out of range of the missiles. 3 tanks can easily take it out pretty fast.

Subject: Does it matter where you aim your repair gun?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 09:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

It does not matter on tanks, but it does on infantry and buildings. Repair buildings at their MCT to repair it a bit faster. With infantry, aim for their head and it repairs them 3 times as fast.

Subject: Does it matter where you aim your repair gun?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 13:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow, didn't know that about infantry. Thanks!

Subject: Does it matter where you aim your repair gun?

Posted by [Anonymous](#) on Sat, 23 Feb 2002 22:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can also run like hell through their backdoor with a Technician. If you jump and pray to whatever deity you believe in, you'll make it with about half HP or so left, then just mine yourself in the power plant and blow it up. I did this two or three times in a row today, even pulled it off when I had to defend my C4 charges with just my pistol against 3 people.

Subject: Does it matter where you aim your repair gun?

Posted by [Anonymous](#) on Sun, 24 Feb 2002 00:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

exatly what zues said

Subject: Does it matter where you aim your repair gun?

Posted by [Anonymous](#) on Sun, 24 Feb 2002 14:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i found that the nod can angle with the artillery tanks, you will get hit a little but only with the tower guns and they hardly do any damage

Subject: Does it matter where you aim your repair gun?

Posted by [Anonymous](#) on Sun, 24 Feb 2002 15:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Air Strip is a lot bigger target compare to War factory and is in two parts. I think the map favours GDI slightly but not by much. You have to have a technian or eng in the base all time as Nod while GDI does not have to do that.

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 15:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, but if you consider that a Technician can get through the AGT with 1/2 health and the Obilisk will just go ZAP and he's dead. And if ... and..... and.....What I'm saying is that it all evens out.[February 24, 2002: Message edited by: Crazy Ivan]

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 17:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

A Tech can get by the AGT? I should try that going the short way.

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 22:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good Luck but not all players are stupid alot of players mine the general area.Tunnals,Entrance,Entrance's to building. And some players even hide out where the enemie isn't expecting them. While a tech might get through he might also get killed faster than he place a NUKE or ION Beacon.Thats why I gave up on those rushes cause there not worth my Credits or time I would Rather stick to one thing ...YOUR DEFENSE IS OFTEN YOUR BEST OFFENSE!YOUR OFFENSE IS OFTEN YOUR BEST DEFENSE!Remember that![February 24, 2002: Message edited by: Lt. Commander Shadower][February 24, 2002: Message edited by: Lt. Commander Shadower]

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Mon, 25 Feb 2002 16:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe the key to winning the demo is to have a number of decent ion cannon infantry and a decent number of snipers...tanx are overrated....unless of course u can get them into the enemy base in which case all chaos breaks loose. Happy Fragging..Also...how often do any of u manage to run past the back entrance of the GDI base...does jumping actually help?

Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

As, nod i can drive a buggy maxspeed towards the AGT and the tower wont blow it up until i get close enough to tower that i cant get hit by it on foot . Then i walk around and go in to plant

c4. You can't do this tactic with GDI, the Nod Tower blasts and destroys the Humvee quickly enough that it can still kill you afterwards. Oh, well, that's an advantage of Nod defense.
