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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 09:31:00 GMT  
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Anybody have any solutions to taking out Ravshaw/Sydney who keep peeking around a corner?

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 09:55:00 GMT  
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The same way to get rid of any infantry, run over them or use a sniper.

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 10:09:00 GMT  
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Sniper is always good, and otherwise just place a Ion Cannon Beacon near his hiding place.

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 10:19:00 GMT  
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Shotgun. If you get killed, it was free, if you succeed, you just got a hundred points with a free unit. Two headshots at most should take out any infantry target, and it just makes that feel-good shotty sound too. You can't go wrong with a free unit that kicks so much ass.

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 18:16:00 GMT  
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Kill them.

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 19:56:00 GMT  
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sneak up on them and put c4 on thier backs, then tell them to press f

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 20:11:00 GMT  
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i love running up on a havoc and placing remote c4telling them to turn aroundand when they do they see it and b4 they shoot ka  
pow!WEE

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 23:13:00 GMT  
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On Field today a friend of mine put prox mines all over me. We went into the tunnels and like 3 GDI soldiers ran around the corner and I blew them up (like a suicide bomber ! I died, but got my friend 3 kills and 75 points or something [ April 11, 2002: Message edited by: Tycoon37 ][ April 11, 2002: Message edited by: Tycoon37 ]

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Fri, 12 Apr 2002 09:57:00 GMT  
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quote:Originally posted by Tycoon37:On Field today a friend of mine put prox mines all over me. We went into the tunnels and like 3 GDI soldiers ran around the corner and I blew them up (like a suicide bomber ! I died, but got my friend 3 kills and 75 points or something [ April 11, 2002: Message edited by: Tycoon37 ][ April 11, 2002: Message edited by: Tycoon37 ]Hehe ive wanted to try that with a willing test gerbil with remote c4 and a collection of enemy units. While in a private game a friend of mine and I got so much c4 on him he looked like a blob of gray matter just rolling on the ground. Of course we were also ramping off the tunnel in Hourglass with sedans also. Speaking of Sedans anyone know of some good maps to do tricks like ramping and such that isnt quite lame? Ive had fun on some slow servers on city cause that figure 8 road is fun to have races on when you blow up the defenses. Suprisingly the sedan/pickup can get REALLY fast as long as you turn as little as possible. I wonder if thats how fast aircraft are gonna be or less so???

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:01:00 GMT  
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quote:Originally posted by Timius:Sniper is always good, and otherwise just place a Ion Cannon Beacon near his hiding place. I can't see wasting all that Cash on one enemy. Just get some type of faster moving vehicle or a sniper and wipe them out! [ April 12, 2002: Message edited by: CDRREMLAP ]

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Fri, 12 Apr 2002 20:24:00 GMT  
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proxy r the best, be like a regular soldier, get a friend to load u down with them, and when u c a sdneyPIC/ravshaw/sakura/havoc u jump into them, so they die, u get 99 points and it cost u NOTHING, really kool, but then u hear stuff like (oh, u cheapo, cheater, and such) but its fun, only do this on 2vs2 matches so other ppl dont get \*\*\*\*ed off that ur using the C4

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 10:01:00 GMT  
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buy a steelt unit and put a c4 on his head.....

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:02:00 GMT  
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quote:Originally posted by Ghost1988:buy a steelt unit and put a c4 on his head..... that would look scary imagine a floating c4 running towards yo

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:03:00 GMT  
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No, you sneak behind them. Then, you strap a timed c4 to THEIR head. After 25 seconds, tell them to press 'f'. It goes something like this:Them: Huh?Game: BOINKThem: Cheating sack of sh\*t!

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:07:00 GMT  
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I find the best way to kill a rave/syd. is to just aim at the ground beind the rock they are going in and out of...and slowly you will kill them

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Subject: Ravshaw/sydney solutions  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 22:18:00 GMT  
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Use weapons with HE warheads to take out them. For example, use Mammoth Tanks (Apocalypses)' rockets. I don't call them missiles, B/C they're not seekers.

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Subject: Ravshaw/sydney solutions

Posted by [Anonymous](#) on Sun, 14 Apr 2002 02:51:00 GMT

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when i post the steelt thing i mean like Guy on 41

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