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Subject: What would you do if?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 23:06:00 GMT

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Heres a question for you all. What would you do if: You are in a 1 on 1 game on walls flying, as Nod youve lost the hand but have managed to take out the barracks. Later in the game you leave your base with a flame tank, on your way you fight a medium tank, you manage to destroy it but you only have 150 health left and the hotwire that was driving it got away. You follow the hotwire into your base trying to crush her and flame her, but she makes it into the airstrip while your left behind a few seconds. Now what would YOU do? A: Get out of the tank and enter the airstrip and kill the hotwire. B: Get out of the tank, destroy it then kill the hotwire. C: Stay in your tank and try and kill her from outside. Interesting to hear what you guys would do. ^^ Feel free to post what you think would happen depending on your actions. \*For any that care this happend to me in Zukkovs server, I destroyed the flame and killed the hotwire before the airstrip blow, but the c4 took it out a few seconds later.\*

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Subject: What would you do if?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 23:24:00 GMT

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D: F the hotwire she can only destory one building. you on the other hand have a flame tank and most likly one timed c4. you go over to the GDI and destory every thing. while the hotwire is walk all the way back, game over "NOD wins"

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Subject: What would you do if?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 23:38:00 GMT

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I would make sure that he doesn't have a beacon (just by thinking of how late into the game it is, so he don't beacon/pedestal me), if not, to his base to take it all out while he's trying to make it back. If he would have enough for one, or might have one, I'd back my tank off, then go in and get her. Peace

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Subject: What would you do if?

Posted by [Anonymous](#) on Wed, 01 May 2002 06:16:00 GMT

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I would park the flame tank behind the Airstrip control tower (so the tech cannot swipe it as they leave the building, had that happen to me once, choice between leaving a vehicle and loosing a building). I would then stand near the door and shoot from there (Hotwire may have placed mines). Then reapir my Flame tank and make a last desperate run for the GDi base: Flame tank can destroy buildings faster than a Med or mammoth. Also without the Barracks there are no more Hotwires to worry about, so only a beacon placement (could place one of my own to win).....[ May 01, 2002: Message edited by: The Argon Array ]

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Subject: What would you do if?  
Posted by [Anonymous](#) on Wed, 01 May 2002 16:05:00 GMT  
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i would G: ask for back up from a clan member

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Subject: What would you do if?  
Posted by [Anonymous](#) on Wed, 01 May 2002 16:09:00 GMT  
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Well....I wouldn't enter a 1 on 1 game (as i call it "who can run to the other person base and plaе the becon first?") because I think they are boring... I like 12 on 12 or more.The only skill needed on a 1 on 1 match is on buying becons and running and placing them

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Subject: What would you do if?  
Posted by [Anonymous](#) on Wed, 01 May 2002 16:51:00 GMT  
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me: GUYS HOTWIRE IN BUILDING!!!!Then i would have someone else take my flame or try and kill her inside WITH the flame tank

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Subject: What would you do if?  
Posted by [Anonymous](#) on Wed, 01 May 2002 16:55:00 GMT  
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D: move the tank away get out then kill her

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Subject: What would you do if?  
Posted by [Anonymous](#) on Wed, 01 May 2002 19:07:00 GMT  
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Get out of your flame tank after parking it around the corner, and go in and cap that biznatch! Just make sure she doesn't run around the corner where your tank is...

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Subject: What would you do if?  
Posted by [Anonymous](#) on Wed, 01 May 2002 19:16:00 GMT  
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Get out and deal with the hotwire. With the barracks gone, that player can't get her back, but is she lives, she can come and do more damage than as a regular engineer.Would depend on a) how good she is with the pistol and b) how good at ducking you are

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Subject: What would you do if?

Posted by [Anonymous](#) on Thu, 02 May 2002 03:57:00 GMT

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That reminds me on the best game ever. On the map walls we lost everything except the gdi barracks. I lost my havoc and had just enough money for an apc and beacon. So i rushed on my own to there base lucky i was that all the enemy was in our base. I rushed to the powerplant and a flame tank tried to flame me. I dropped my beacon quick at the powerplant. SO the person in the flame tank got out to buy engi to disarm. So i crushed him HA. And stole the flame tank. In the meanwhile. PowerPlant destroyed. I flamed the refinery destroyed!! Airstrip Destroyed!!! Hand oF Nod Destroyed. Only in 2 minutes beacuse of the nice flame tank that i stole... So when you see someone running into a building and you have something like a flametank. 1. park it somewhere else 2. place a timed c4 on it And remember an adv engi can destroy one building. ONLY IF he blows the timed and remote at the same time. If he first blows the remote you can repair the building and the timed c4 will not destroy it.

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Subject: What would you do if?

Posted by [Anonymous](#) on Thu, 02 May 2002 05:35:00 GMT

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quote:Originally posted by monrow:D: F the hotwire she can only destory one building. you on the other hand have a flame tank and most likly one timed c4. you go over to the GDI and destory every thing. while the hotwire is walk all the way back, game over "NOD wins" I agree with this. Just make run for the weap factory first so he/she can't buy anything more then ..... well shotgun trooper or so. Probably you'r airstrip is down right now but you can do a lot of damage and probably take out the whole base before your opponent is back. Unless he/she decides to commit suicide respawns and takes you down with a grenadier, than it's up to points.[ May 02, 2002: Message edited by: dethpoet ]

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Subject: What would you do if?

Posted by [Anonymous](#) on Fri, 03 May 2002 07:12:00 GMT

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quote:Originally posted by JSMaTT:me: GUYS HOTWIRE IN BUILDING!!!!Then i would have someone else take my flame or try and kill her inside WITH the flame tank Except that won't work in a 1 on 1 game. I'd continue on to the Nod base with your flame tank and place whatever c4 you have on PP (unless you have a high credit start.. 1 on 1 games usually don't build money very fast.). Otherwise. take out the weapons factory. Either way with a flame tank and a at least one c4, you should be able to do a lot of damage.

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Subject: What would you do if?

Posted by [Anonymous](#) on Fri, 03 May 2002 13:28:00 GMT

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quote:Originally posted by dmc321:...we lost everything except the gdi barracks. I ... had just enough money for an apc and beacon.How did you buy that APC, liar?

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Subject: What would you do if?  
Posted by [Anonymous](#) on Fri, 03 May 2002 15:07:00 GMT  
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Imao

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Subject: What would you do if?  
Posted by [Anonymous](#) on Sun, 05 May 2002 16:22:00 GMT  
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The n00bs have begun conquering the storytelling!

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Subject: What would you do if?  
Posted by [Anonymous](#) on Sun, 05 May 2002 19:23:00 GMT  
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I didn't list the ability to abandon your base and attack his because your tank only has about 100 health left, thats a little more then 10%, after he sets the c4 and blows the remotes he can run into the tiberium or get run over by the harvester and kill your tank with a grenader. Now your kinda screwed, you only have basic infantry while he has tanks.

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