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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 06:23:00 GMT

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Note: this requires the extras code (extras fnkqrrm) and it only works with gdi( nod has no access to the saddan)this is a fun little trick i did while me and a friend were playing around. first, you buy a saddanthen, you get a hotwirenext you rig up your car with as much c4 as you possibly can.Finally, take your car. it is small enough to fit inside buildings, so drive in and park nest to the MCT.hop out, run and blow it.Although this may not be that effective, it is a lot of fun, so try it out.p.s.:make sure base defenses are down

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 06:45:00 GMT

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Do you think the choppers/orcas should have limited missiles and gunshots? Like in the original Tiberian Dawn. So you have to go back to the base and get a reload. And there for make the missiles more powerful?? Also the tanks should they go back to the base for a reload?

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 07:29:00 GMT

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CHOPPERS ARE WEAK ENOUGH ALREADY!!!! and no TANKS SHOULDN'T RELOAD, this isn't medal of honor, this is COMMAND & CONQUER. and personally i dont think the infantry should have limited ammo.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 08:33:00 GMT

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The NOD tanks by comparison to GDI tanks are very light on armor. The one advantage that NOD tank have is that there turrets rest on the back of the vehicles. This means that if you drive the tanks backwards you give the enemy a much harder target to hit, even harder if you have cover.NOD tanks CANNOT compete with GDI tanks one on one, and up close. If you know the obstacles on a level you can back away while attacking. It's much easier to hit vehicles, and personel who are walking in to your shot, than it is for them to hit to moving away. They might think your retreating, become so eager to destroy you that they don't realize how many hits they are taking.If you have distance on GDI forces try to keep your tank at awkward angles, and always keep moving. Never face up on GDI tanks, because they will usually tear you apart. The best angle you can have forms a T shape,with your flank to their front. While this gives GDI forces a larger target, moving randomly back and forth negates this.I believe me this works perfectly. I always rank in the top 20 and I never use nukes. Plus I currently maintain a 14 to 1 kill/death ratio(1400 to 96). Best in the game.Yours Truly,Modemmack-The Death Bringer

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:18:00 GMT

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Did I understand that right: 1400 to 96 in one game?!

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:20:00 GMT

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Excuse me but I already destroyed two Mammoth Tanks with a Nod Light Tank -- AllGusto --

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:20:00 GMT

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yep.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:28:00 GMT

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Buggies and Hummers can drive through doors as well.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:31:00 GMT

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quote:Originally posted by modemmack:The NOD tanks by comparison to GDI tanks are very light on armor. The one advantage that NOD tank have is that there turrets rest on the back of the vehicles. This means that if you drive the tanks backwards you give the enemy a much harder target to hit, even harder if you have cover.Remember, it's ...well, let's wait for ack2k1 to teach you a lesson

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:33:00 GMT

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speaking about ACK...erm...well im not even gonna ask where he is!!

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:41:00 GMT

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correction. I should have said in most situations. Sometimes the other players are so completely lacking in strategy that you can go 1 on 1 or 2+ on 1 and defeat them. Most players playing as GDI are moderately skilled, and much harder to destroy face to face in a light tank. Also remember people that mobile artillery is very effective from a distance. Don't try and assault with it, because you will likely die. Hit a structure or vehicle from as far away as possible, and when they move forward to attack simply back away aiming for area they move into. Like I mentioned before it's easier to hit an assaulting force than one backing away. At least in a computer game environment.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:44:00 GMT

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Can u drive thje car back out of the building?cause i have never done that before but i know about it

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 09:54:00 GMT

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quote:Originally posted by Admiral Rawsher:Did I understand that right: 1400 to 96 in one game?!SOrry about that I mean no, not in one game. Since the last ranking reset over a period of 150+ games. I have to stop playing as much though to concentrate on my school studies, and outdoor activities.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 11:49:00 GMT

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quote:Originally posted by FHATODude:CHOPPERS ARE WEAK ENOUGH ALREADY!!!! and no TANKS SHOULDN'T RELOAD, this isn't medal of honor, this is COMMAND & CONQUER. and personally i dont think the infantry should have limited ammo.Basic characters should be unlimited.. but anything you pay for (except for tanks) should be limited.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 13:35:00 GMT

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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 14:38:00 GMT

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what the hell does that mean? Shut your mouth and check the stats. I am that good. The only reason I mentioned those stats was to validate my strategy tips. Haters need not reply. Remember never face up on a GDI tank. Light tanks have enough speed and maneuverability that if you create a T shape with your flank toward them you can outmaneuver about 2/3 of the shots by simply moving back and forth. If the GDI tank closes on you the maneuver loses its effectiveness, so try and keep your distance.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 14:47:00 GMT

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Huh funny, when I was GDI I destroyed 3 Light tanks, 1 Stealth tank, and 1 Flame tank (not all at once) with one Medium tank.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 15:35:00 GMT

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I managed to get an Apache inside a GDI Tib fac once.. lol people were looking for me but couldn't see me until the n00bs started fixing stuff, I ran them all down got my Apache stuck in the door on the way out, that when I saw an Orca coming out the Wep Fac so I took that as re-payment for the Apache I lost due to their dodgy doors (and my dodgy flying )I've managed to get a Humvee inside the AGT but nothing else and I can get the pick-up truck inside any building with a door

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 15:54:00 GMT

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People, people let's not get into a "what I did once" mentality. I'm simply stating what works all the time. If you must state how you killed 3 flame tanks with a hummer, please state the tactic that you used to do so. I would never have stated my stats if I thought people would need to tell me what they could do. People try to sit in the background and snipe mobile artillery. The key to spotting and killing snipers is to keep as much of your tank out of sight. If you pull back your tank around a corner but continue to take shots consider the possible locations the sniper might be nesting. If you still have an artillery tank pull back as far as you can to repair, pull back out and bombard every possible hiding spot as you move out into the open. Snipers rarely move when

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they have a sweet spot to snipe artillery. You can heal the vehicle but they can't heal themselves.  
Happy sniping mobile artillery!

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sat, 11 May 2002 16:56:00 GMT

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You can get the humvee in the barracks.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 00:05:00 GMT

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Then after 50 shots... opps your \$1500 tank is worthless... You have no ammo, unless you have a re-load station in your base that no-one knows how to mod...

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 02:26:00 GMT

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quote:Originally posted by Super Dan:I managed to get an Apache inside a GDI Tib fac once.. lol people were looking for me but couldnt see me untill the n00bs started fixing stuff, I ran them all down got my Apache stuck in the door on the way out, that when I saw an Orca coming out the Wep Fac so I took that as re-payment for the Apache I lost due to their dodgy doors (and my dodgy flying )I've managed to get a Humvee in side the AGT but nothing else and I can ge the pick-up truck inside any building with a door Interesting, what is a "Tib fac"? Tiberium factory?

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 08:03:00 GMT

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quote:Originally posted by modemmack:what the hell does that mean? Shut your mouth and check the stats. I am that good. The only reason I mentioned those stats was to validate my strategy tips. Haters need not reply. What the hell does what mean?

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 08:42:00 GMT

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Your tactic for Nod tank driving is right, i love the nod light tank becuae its so quick and hard to

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hit, also, when playing as nod dont be afraid to buy a light tank. So many times all i see is flame tanks driving at the city map and when they try to reach the enemy base 2 of em are scrapped because a med tank was across the map hitting them as they came. Please just by light tanks, you save more money and they can defend themselves much better.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 10:09:00 GMT

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I did that once in the Ref, drove the Sedan in (killed two Noddies at the PT's. I detonated it right next to the MCT. 21 Remote C4s, and it only did 2/3 damage....

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 10:23:00 GMT

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quote:Originally posted by kiwi98989:Your tactic for Nod tank driving is right, i love the nod light tank becuae its so quick and hard to hit, also, when playing as nod dont be afraid to buy a light tank. So many times all i see is flame tanks driving at the city map and when they try to reach the enemy base 2 of em are scrapped because a med tank was across the map hitting them as they came. Please just by light tanks, you save more money and they can defend themselves much better. The reason why people buy flame tanks is to destroy the base. Try attacking the AGT with a light tank, see what happens...

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 16:10:00 GMT

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flame tanks up close can kill any gdi vehicle. as long as you take them by suprise by moving out of cover as they go by, flamers kill even mammals. thats why THAT particular tank demands offensive driving.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 12 May 2002 21:04:00 GMT

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quote:Originally posted by The Argon Array:I did that once in the Ref, drove the Sedan in (killed two Noddies at the PT's. I detonated it right next to the MCT. 21 Remote C4s, and it only did 2/3 damage....N B ALERT DUDE YOU ACTUALLY WASTED 21 C4 on one Vehicle!!!!!! Duh

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Subject: CAR BOMB

Posted by [Anonymous](#) on Mon, 13 May 2002 02:11:00 GMT

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quote:Originally posted by Fronrunner:N B ALERT DUDE YOU ACTUALLY WASTED 21 C4 on one Vehicle!!!!!! DuhHe's not a n00b, he simply tested it to see how much of the building it would damage.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Mon, 13 May 2002 02:50:00 GMT

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quote:Originally posted by Fronrunner:N B ALERT DUDE YOU ACTUALLY WASTED 21 C4 on one Vehicle!!!!!! DuhRemember its Fronrunner is a N B, not N B -C4 is free so how exactly is it 'wasted'-It worked, did 2/3 damage. Acually thats a good point. I was a Hotwire so could have taken out the ref with a timed and been able to damage another building.....

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Subject: CAR BOMB

Posted by [Anonymous](#) on Mon, 13 May 2002 10:17:00 GMT

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quote:Originally posted by The Argon Array:-C4 is free so how exactly is it 'wasted'-It worked, did 2/3 damage. Acually thats a good point. I was a Hotwire so could have taken out the ref with a timed and been able to damage another building.....There is a 30 c4 limit on any server. So the 9 you left for defense has to cover your entire base. You could have used the remote you carry and the timed to take the building out. Thank you again Please educate all your N B Buddies on how you did it.. Then try not to be on my team because I'll be the one blowing up your base which you have left undefended. Also if you were killed before you detonated the remote It would have stayed where you left it. I'd stand there watching to see if the c4 dissappears from your little car telling my teammates to rush like hell because all the enemy's c4 is sitting in our base "Hit the buildings guys they are not c4 protected"

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Subject: CAR BOMB

Posted by [Anonymous](#) on Mon, 13 May 2002 13:27:00 GMT

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well, i thought the limit was for proximity mines, not remote mines.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Mon, 13 May 2002 14:15:00 GMT

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The limit applies to both. As for Fronrunner, I'm sure he was only testing it in one game and was just seeing what it would do... don't assume he's validating the strat simply because he tests things instead of babbling away without knowing what the hell he's talking about, unlike others I see

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Subject: CAR BOMB

Posted by [Anonymous](#) on Tue, 14 May 2002 09:32:00 GMT

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Ok FronrunnerThat game was on Under.We had the AGT.Nod had lost the HON and AS and OBL.There were 3 players on GDI, two on Nod. A mammoth was sitting at the base entrance and a Sniper covered the tunnel, so no one could leave...Get your facts right next time, as as for education try taking some. This is not a tactic it is something I once tried. BTW I could have hurt the PP as well as the ref (or Beaconed it). You on your own could only destroy one building, or rather - die trying.See you in the battlefield, you'll be the one being 'owned', No change there then....[ May 14, 2002: Message edited by: The Argon Array ]

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Subject: CAR BOMB

Posted by [Anonymous](#) on Tue, 14 May 2002 09:41:00 GMT

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BTW - thanks for the support,blackice912ZTankMuncha 5 Star rating, clickty click.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Tue, 14 May 2002 11:01:00 GMT

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So while the only 2 nod players waited for you to run them over (Yeah right) you had a mammy camped outside a defenseless base and a sniper guarding a tunnel even though noone was actively defending. Most of us would have just finished it. I guess while your 2 friends sat there apparently doing nothing you were atleast moving even though it was in circles doing stupid N B Tricks

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Subject: CAR BOMB

Posted by [Anonymous](#) on Tue, 14 May 2002 11:41:00 GMT

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You just don't learn do you.....oh well, Noobs don't tend to...Remember its Nod, not nod. Okay lets getting on with the noob beating-They were at PT's, so could'nt use their magic super base destorying lazars that you seem to have (I even said that, try reading my post next time).-They were not my friends, public games you know.-We had already won, 3 mins left, so there was'nt much point going Postal in a desperate attempt to get points.-it was'nt ladderred, thats why the

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game decended into secret unit tests.-I said "dont attack yet I want to suicide my sedan". That is why the mammy defended. Also, you have 50 posts, what do you know. Granted that proves nothing.You wanna prove you are gods gift, try playing the game, hint hint.....[ May 14, 2002: Message edited by: The Argon Array ]

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Subject: CAR BOMB

Posted by [Anonymous](#) on Wed, 15 May 2002 00:27:00 GMT

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quote:Originally posted by Fronrunner:So while the only 2 nod players waited for you to run them over (Yeah right) you had a mammy camped outside a defensless base and a sniper guarding a tunnel even though noone was actively defending. Most of us would have just finished it. I guess while your 2 friends sat there apparently doing nothing you were atleast moving even though it was in circles doing stupid N B TricksC'mon, don't argue. It's pointless, especially, since he knows what he is talking about.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Wed, 15 May 2002 00:31:00 GMT

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First off, why the hell are you all arguing...i saw somethings that call this a n00b trick...did i ever say it would determine the outcome of a game? check my first post up there...it says Fun trick i did whil PLAYING AROUND with a friend. so yall stop your \*\*\*\*\*in

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Subject: CAR BOMB

Posted by [Anonymous](#) on Wed, 15 May 2002 00:50:00 GMT

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Hey I agree, but sadly the president of Schmucksilvania had to make it personal...BTW - do a search for his name in the forum, he has done this exact same thing before. Except then he called the posters 'morons....noobz....retards'[ May 14, 2002: Message edited by: The Argon Array ]

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Subject: CAR BOMB

Posted by [Anonymous](#) on Wed, 15 May 2002 16:57:00 GMT

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ok good. someone dosent take it personal when this tactic wont destroy the building. yes, confusion is just about what its good for, and if you have some units takeing that building under siege, you should be able to cut them a little slack.never thought of using it that way. thanks for the idea, and for not taking it personal

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 16 May 2002 00:26:00 GMT

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I've been experimenting with 6 Remotes on a Sedan for helping take out the power plant on Volcano\_mix. You can generally barrage the PP on this map from the Tiberium field all game long, but if 2 or more engineers are repairing, be ready to set up camp. Here's what I've been tinkering with, driving the Sedan into the PP and crushing everyone who tries to repair, and also blocking the MCT from repairs, then just before my Sedan blows, jumping out and blowing it, which will kill anyone who's close, which creates smoke and confusion, doing minor damage to everyone inside, generally buying time for the barrage to finish the building off. I suppose it could work on other buildings, however it's easiest for test purpose's to attack the PP. I suppose this could go under the 'Terrorism' tutorial, under Car Bombs for Dummies Just don't expect to be the one to destroy the building, all you'll get is the satisfaction of knowing you really \*\*\*\*ed some people off [ May 15, 2002: Message edited by: ZTankMuncha ]

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 16 May 2002 11:16:00 GMT

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 17 May 2002 05:04:00 GMT

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Why does everyone treat this like it was a joke? Kamikaze was one of the things i first tried on a multiplayer match. It worked. I was GDI engie our power and refinery was down. Their base defense was down. I had no money. I told my friend to strap me with remote c4. He strapped 6 on me. I told him to detonate it if i sent a voice message. I walked into the hand of nod. There ewas a stealth dude there at the PT and a techie. I ran to the MCT and planted 2 remote c4s and blew them quick . the stealth dude was shooting me the techie was next to me trying to repair the MCT. i was next to the MCT and i sent the voice command. I blow up, taking the techie and the hand of nod down for sure, and i am pretty sure the stealth dude was injured at least. My points go up a helluva lot, i become a sniper dude, and eventually lose the match anyway. At least it worked anyway. U can strap proximity c4 on troops to and send them charging into an enemy tank. Timed c4 is genrally useless for kamikazel love kamikaze

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 21:37:00 GMT

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When hitting GDI vehicles with nod, the goal is unpredictability and large open spaces with plenty of cover (rocks). Thus you can hit a GDI tank, go for the rock, then pop out either from where you

came from or the other side. Against tanks that go from side to side; I have my own theories which work most of the time; just going to not post them because I am too lazy to type.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 21:50:00 GMT

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quote:Originally posted by modemmack:The NOD tanks by comparison to GDI tanks are very light on armor. The one advantage that NOD tank have is that there turrets rest on the back of the vehicles. This means that if you drive the tanks backwards you give the enemy a much harder target to hit, even harder if you have cover.NOD tanks CANNOT compete with GDI tanks one on one, and up close. If you know the obstacles on a level you can back away while attacking. It's much easier to hit vehicles, and personel who are walking in to your shot, than it is for them to hit to moving away. They might think your retreating, become so eager to destroy you that they don't realize how many hits they are taking.If you have distance on GDI forces try to keep your tank at awkward angles, and always keep moving. Never face up on GDI tanks, because they will usually tear you apart. The best angle you can have forms a T shape,with your flank to their front. While this gives GDI forces a larger target, moving randomly back and forth negates this.I believe me this works perfectly. I always rank in the top 20 and I never use nukes. Plus I currently maintain a 14 to 1 kill/death ratio(1400 to 96). Best in the game.Yours Truly,Modemmack-The Death Bringer I've seen you play; you suck at this game. You blindly charge into battle with your pathetic tank and never make it out alive 75\% of the time, becuae your fucktarded self can't understand when you need to retreat. I've wasted your vehicles and yourself so many times, it's not even funny. You're only good when your team does the work for you. Beyond that, you suck ASS.By the way,

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 21:55:00 GMT

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Booyah \*\*\*\*\*! Joo been spanked by Master Yoda himself!

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 23:14:00 GMT

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That's a great example of telling someone off lmao

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 23:53:00 GMT

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quote:Originally posted by eae:The reason why people buy flame tanks is to destroy the base. Try

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attacking the AGT with a light tank, see what happens...when i attack the agt with a light tank, what happens is... i destroy the agt. what happens when you attack the agt with a light tank?

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 24 May 2002 01:51:00 GMT

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um i think every tank you buy is better driven backwards =/and if your not dodging shots while you are fighting, then you suck

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 24 May 2002 06:20:00 GMT

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quote:Originally posted by modemmack:SOrry about that I mean no, not in one game.I knew it.  
quote:Originally posted by JSMaTT:um i think every tank you buy is better driven backwards =/MRLS?

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 24 May 2002 10:25:00 GMT

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quote:Originally posted by Admiral Rawsher:MRLS?Hahah :P:P:P! Also, the Apache and Orca can't turn their rocket launcher turrets, so it's best to move them FORWARD unless using the machine gun.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 24 May 2002 11:21:00 GMT

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What he heck is this nonsense about a Light tank cant compete? Give me a light tank and I can guarantee...anything you throw at me will be destroyed. I was in a game just the other day where I killed 2 mammy's and a med at the same time with a light...I had about 50 health left afterwards but I wasted 3800 of the other teams credits.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 24 May 2002 11:36:00 GMT

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light tanks are only beaten when the driver is a n00b. Light tanks, if used properly, are the best

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thing to spend 600 on. If I had 1000 creds, and the choice between medium and light tanks, I'd take the light. See, light tanks get underestimated too much. Someone sees a light tank, thinks "no big deal", then proceeds to have their arse handed to them with a thank-you note. They have the range of a medium, quite near an APC's speed, plenty of punch to get the job done, and a low profile to boot (making it harder to hit them when hiding behind low walls, such as can be found on maps like under). MRLS is about the only vehicle of GDI's that can safely take on a light tank that has a good driver in it. On the other side, I almost always take stealth tanks over them, because I encounter so many people who leave turret camera off, and so many people who don't keep an eye out for the magic blur... mammoths are fun to kill, leave it at that.

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**Subject: CAR BOMB**

Posted by [Anonymous](#) on Fri, 24 May 2002 16:01:00 GMT

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quote:Originally posted by Nukelt15: light tanks are only beaten when the driver is a n00b. Light tanks, if used properly, are the best thing to spend 600 on. If I had 1000 creds, and the choice between medium and light tanks, I'd take the light. See, light tanks get underestimated too much. Someone sees a light tank, thinks "no big deal", then proceeds to have their arse handed to them with a thank-you note. They have the range of a medium, quite near an APC's speed, plenty of punch to get the job done, and a low profile to boot (making it harder to hit them when hiding behind low walls, such as can be found on maps like under). MRLS is about the only vehicle of GDI's that can safely take on a light tank that has a good driver in it. On the other side, I almost always take stealth tanks over them, because I encounter so many people who leave turret camera off, and so many people who don't keep an eye out for the magic blur... mammoths are fun to kill, leave it at that. Medium Tanks are almost as fast, are more powerful, more heavily armoured, with a LONGER RANGE. Mediums do the best against ANY tank. Stealths stand no chance against a good Medium driver. Lights are slaughtered by them. If I steal one and fight a Mammoth, it has no chance either. You can do the same things you do with a Light Tank in a Medium Tank, only better.

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**Subject: CAR BOMB**

Posted by [Anonymous](#) on Sat, 25 May 2002 02:40:00 GMT

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ack, lets try not to get personal

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**Subject: CAR BOMB**

Posted by [Anonymous](#) on Sun, 26 May 2002 07:33:00 GMT

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quote:Originally posted by spotelmo: when i attack the agt with a light tank, what happens is... i destroy the agt. what happens when you attack the agt with a light tank? From full health to none? Without help? With someone defending the base? Most times? If the answer to all of these is yes, then... good work.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 30 May 2002 14:17:00 GMT

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[QUOTE]Originally posted by ThunderChicken:[QB]you know what's funny, whenever Fronrunner gets into a flame war, he loses and disappears. check this out... [QUOTE]I chose to not continue an argument because I have already said what needs to be said. Unlike some folks who feel the need to bump dead posts to increase their post count or correct peoples spelling to get more posts. Unlike some people, I've got better things to do. THE END.

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Subject: CAR BOMB

Posted by [Anonymous](#) on Fri, 31 May 2002 05:05:00 GMT

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Subject: CAR BOMB

Posted by [Anonymous](#) on Sun, 02 Jun 2002 05:36:00 GMT

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This Topic just wont die...

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