
Subject: 1 bug,1 strategie

Posted by [Anonymous](#) on Sat, 11 May 2002 13:19:00 GMT

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ok,i love this bug on hourglass,as gdi,stand up on the hill on the right,just so u can see the obey,takes practise,but itll keep on shootin at u and miss about a foot infront o u,this is good for letting the rest o u team rush,now the strategie,on an airmap,buy a transport and get every one to pile in wit a beacon/engie/good killer,fly low over enemy base,and then all u passengers jump uot and rush for a building,also works wit the apc

Subject: 1 bug,1 strategie

Posted by [Anonymous](#) on Sat, 11 May 2002 13:21:00 GMT

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quote:Originally posted by superenagade:,now the strategie,on an airmap,buy a transport and get every one to pile in wit a beacon/engie/good killer,fly low over enemy base,and then all u passengers jump uot and rush for a building,also works wit the apc I'm guessing that people have already though of this (yes, I am saying that I have). Maybe not, though, who knows?

Subject: 1 bug,1 strategie

Posted by [Anonymous](#) on Sun, 12 May 2002 02:35:00 GMT

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Btw, "strategie" is french (maybe?), what you mean is "strategy".

Subject: 1 bug,1 strategie

Posted by [Anonymous](#) on Sun, 12 May 2002 08:47:00 GMT

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quote:Originally posted by superenagade:ok,i love this bug on hourglass,as gdi,stand up on the hill on the right,just so u can see the obey,takes practise,but itll keep on shootin at u and miss about a foot infront o u,this is good for letting the rest o u team rush,now the strategie,on an airmap,buy a transport and get every one to pile in wit a beacon/engie/good killer,fly low over enemy base,and then all u passengers jump uot and rush for a building,also works wit the apc Uh, you can't use transports in Hourglass so I guess the APC would have to work

Subject: 1 bug,1 strategie

Posted by [Anonymous](#) on Sun, 12 May 2002 10:21:00 GMT

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quote:Originally posted by Kirovy1234:Uh, you can't use transports in Hourglass so I guess the APC would have to work No, he said 1 bug,1 strategie meaning that they were separate. See the

bug was for hourglass, but the "strategie" wasn't.

Subject: 1 bug,1 strategie

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

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So are you telling me that the transport choppers are for hauling people? WOW! What a concept! I thought they were for taking out mammoth tanks! I bet you are the only genius who ever thought of hauling people in one of those. Also APCs Now you must be like a general or something to come up with a strategy like that. Keep those genius strategys comming. LOLN B ALERT

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Posted by [Anonymous](#) on Sun, 12 May 2002 22:23:00 GMT

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Doesn't really work that well, the ob stil targets the rushing APC. But good for causing some confusion if you are Gunner, you could continuously lob 2 shots per run at the ob(which scores) and then pull back. The beam does no harm at all!Watch for snipers though.

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Posted by [Anonymous](#) on Sun, 12 May 2002 22:55:00 GMT

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Same thing in City Flying on the big big building on the left side of nod. Just get close behind the sandbags and the obelisk wil keep shootin.....
