
Subject: The Humm-vee

Posted by [Anonymous](#) on Wed, 15 May 2002 17:10:00 GMT

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I was playing Renegade the other day and I clicked on Humm-vee by mistake and I thought I may as well use it since I payed for it and I found the Humm-vee very usefull, I took out 2 flame tanks one arteraly a buggy and a stealth tank + loads of infantry.Considering the Humm-vee is cheap low armor and fast it is VERY good value for money so I think another good tactic would be to use it more often when attacking large/slow tanks because it is fast and the tanks cant shoot you and runing over infantry is soo easy.Using the Humm-vee's speed to your advantage is so simple but no one seams to see the importace of the humm-vee... by the time they have the cash for they can chose between an APC or MRLS so they dont bother with one (many times I have been loled at for buying a Humm-vee instead of a tank but in the end I'm usally the last tank on my team standing since It's hard to it me (or im just such a good driver)---Sorry for any bad spelling its 1AM and im a little tired...

Subject: The Humm-vee

Posted by [Anonymous](#) on Thu, 16 May 2002 05:16:00 GMT

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Also the Humvee or buggy rush at the start of a level without defences can be good. On Isalnds Nod Buggy rushed and we managed to keep GDI bottled up, if they bought anything light (MRLS or Humvee) it was slaughtered, anything else like a Med tank was stolen.[May 16, 2002: Message edited by: The Argon Array]

Subject: The Humm-vee

Posted by [Anonymous](#) on Thu, 16 May 2002 05:47:00 GMT

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I like to use the Humm-vee to distract the enemy while my team trys and APC rush and it usally works because the enemy goes chasing me and I just run them over while keeping them busy (I think the buggy is cheaper and has lower armor than a Humm-vee

Subject: The Humm-vee

Posted by [Anonymous](#) on Thu, 16 May 2002 06:15:00 GMT

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Humvee tactic in city map...Just get a hummvee in city map if your gdi.. In the beginning everybody says attack powerplant so what you do.Get a adv engi. Get in the hummvee and take the closest way to the hand of nod. Now drive fast to the doors of hand of nod. If you did this right you didn't get shot by obelisk. Now drive on further next to the hand of nod straight to the airstrip and then right the obelisk. If you do this right you get in the obelisk with full health.In city mostoftimes the weaponfac and pp gets mined first and everybody wants to destroy the pp so why not take the obelisk.

Subject: The Humm-vee
Posted by [Anonymous](#) on Thu, 16 May 2002 06:31:00 GMT
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Also the Humm-vee is very good at taking out mammoth tanks because they are too slow at moving the turret... most people try to turn the WHOLE tank and that take too long lol

Subject: The Humm-vee
Posted by [Anonymous](#) on Thu, 16 May 2002 11:23:00 GMT
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Tis why Mammoths sucks so much. Medium Tanks own j00 and your Hummer

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 17 May 2002 01:27:00 GMT
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quote:Originally posted by ZTankMuncha: Tis why Mammoths sucks so much. Medium Tanks own j00 and your Hummer Yeah a mammoth should have the speed of a humvee lol.....

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 17 May 2002 01:35:00 GMT
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1 hummer1 driver1 gunnerjust keep on crusing oh, forgot to mention but the ride can get a bit bumpy with all that NOD infantry...[May 17, 2002: Message edited by: Shak.NL]

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 17 May 2002 04:28:00 GMT
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humm vees are easily killed by normal machine gun troops and this makes them rather useless. No matter how many troops they lose, it hardly matters, they are free any way.Officers own humm veessave up and spend on the MRLS or APC if you really want the machine gun.Oh yeah, humm vees are great kamaikaze units and decent sniper platforms(considering you cant get on most other vehicles)Nice steamrollers tool love kamikaze

Subject: The Humm-vee
Posted by [Anonymous](#) on Sat, 18 May 2002 18:18:00 GMT
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I seriously don't see how u can kill mammoth or any vehical thats a tank.

Subject: The Humm-vee

Posted by [Anonymous](#) on Sat, 18 May 2002 19:39:00 GMT

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quote:Originally posted by Super Dan:Also the Humm-vee is very good at taking out mammoth tanks because they are too slow at moving the turret... most people try to turn the WHOLE tank and that take too long lol um they are both on GDI.

Subject: The Humm-vee

Posted by [Anonymous](#) on Sat, 18 May 2002 22:12:00 GMT

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The only map where I've found the Hummer to have any tactical use is in Field and City, where you can not only do extra damage to the enemy harvester, but also provide quite efficient close fire support against those on Nod trying to destroy your Harv. The Hummer/Buggy is incredible for quick assaults on non-Ob/AGT maps, but I've found that on those maps even the most disorganized of teams does kinda set up even a p*ss-poor defense against vehicular incursions. Gimme a medium tank anyway - it can take three Ob shots (barring other fire) before dying and if you need more than 2 hotwires or one escort to blow a building, you're doing something wrong.

Subject: The Humm-vee

Posted by [Anonymous](#) on Sun, 19 May 2002 04:03:00 GMT

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quote:Originally posted by Ghetto...:um they are both on GDI. Dont forget you always get a n00b that gets out in the enemy base to fix his Mammoth tank lol They do tank a while to destory a tank but there speed lets them go round and round a tank with out being shot at much (just look out for the tank creaping up behind you

Subject: The Humm-vee

Posted by [Anonymous](#) on Sun, 19 May 2002 20:34:00 GMT

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easy way to hammer a hummy into oblivion with the mammy. turn both the tank and the turret in the same direction at the same time. effectivly the turret is now spinning at twice the speed. fire on the hummy. now when hes cmoing up your side move forward some. this will cause him to go straight for a instant. hammer him again, start the double spin hammer him again. no more hummy.

Subject: The Humm-vee

Posted by [Anonymous](#) on Mon, 20 May 2002 03:09:00 GMT

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belive it or not, i pretty much when im nod use the nod buggy, i find it like the best unit, i use it either to ferrie ppl around the map, run infantry down, or the best thing to do, kill mamoths, i destroyed soooo many mamoths with just a buggy, it takes a bit of time but dam its worth it, its cheap to and with its speed u can easily dodge its shells and misslils, even mediums and mrls's r easily killed, the worst thing for a buggy i think is either a apc, humvee, or sum guy with a strong automatic weapon, but with some skill, and sometimes luck u can kill them.

Subject: The Humm-vee

Posted by [Anonymous](#) on Tue, 21 May 2002 18:24:00 GMT

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Oh, hummers and buggies are usually useless... With all of the newbies on the servers trying to be snipers, buggies and hummers just get owned. I like the apc better for the purposes described because it has decent armor, and almost the same speed.

Subject: The Humm-vee

Posted by [Anonymous](#) on Tue, 21 May 2002 18:29:00 GMT

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I dont know what the hell you guys are talkin about. Hummers can be easily destroyed by any infantry and and vehicle. They also really suck against armor no matter how fast they are.

Subject: The Humm-vee

Posted by [Anonymous](#) on Thu, 23 May 2002 15:53:00 GMT

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Id prefer to get an apc over a hummer. For 150 credits more you get 300 more armor, a heavier armor class, and the abilty to carry 2 extra ppl all at the cost of a little less speed. Plus, the apc is a bigger threat psychologically to your opponents, as they will suspect that you are attempting an engineer rush and may start targetting you over you allies tanks, giving them a chance to take over the field.

Subject: The Humm-vee

Posted by [Anonymous](#) on Thu, 23 May 2002 16:27:00 GMT

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buggy>hummer>apcline 'o death...and of course, stealth tank>all Oh yes, and the hummer DOES have a vast advantage over any larger vehicle: It doesn't slow down as much when turning.

Anything bigger practically stops when turning tightly, which gives the buggies and hummers a chance to OwN if the driver doesn't have turret camera on... WHICH few n00bs do.[May 23, 2002: Message edited by: Nukelt15]

Subject: The Humm-vee
Posted by [Anonymous](#) on Thu, 23 May 2002 19:24:00 GMT
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Never has a Buggy or a Hummer ever done anything but scratch the paint on my Medium/Light/Flame tank. All you need to do is hit that stupid arrogant POS 4-5 times, then run his sorry ass under your tracks I LOVE tanks Mediums own j00!

Subject: The Humm-vee
Posted by [Anonymous](#) on Thu, 23 May 2002 19:58:00 GMT
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HOW THE **** CAN A HUMMER KILL A ****ING TANK?? UNLESS THE GUY IS LIKE TAKING A **** ITS PRACTILLY IMPOSSIBLE!

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 24 May 2002 13:29:00 GMT
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on the map, urban rush, since I don't like it alot, ill buy an apc and drive around and run people over and be a distraction, its actually a good ideaWhat will the med tanks shoot at, the 3 light tanks, or the apc that keeps bumping them?

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 24 May 2002 14:20:00 GMT
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Urban rush is the worst piece of F*cking sh!t imaginable... The level is horribly unbalanced towards Nod...

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 24 May 2002 14:47:00 GMT
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How so? I figured gdi had the advantage since u can avoid obelisk fire by taking a special route to their base and the nod airstrip is missing its mct (no double healing)

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 24 May 2002 15:08:00 GMT
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The humm-vee has its uses , on urban rush i was rocking arty , like 6 or 7 down in the first 10 - 15 min also later when the hand , airstrip , gdi ref , and weapons factory , went up , we had 4 ppl on each team , the only cars left was a mammy and my humm-vee from the beganing of the game , lasted 25 min so far , and we had 2 havocs, and i was covering them in it and transporting them back and forth from base to refill

Subject: The Humm-vee
Posted by [Anonymous](#) on Fri, 24 May 2002 15:10:00 GMT
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how is it unbalanced, canadian? You can pick up an MRLS and wipe the Ob without taking a jit, then roll right through as GDI...

Subject: The Humm-vee
Posted by [Anonymous](#) on Sat, 25 May 2002 00:04:00 GMT
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quote:Originally posted by Shak.NL:1 hummer1 driver1 gunnerjust keep on crusing oh, forgot to mention but the ride can get a bit bumpy with all that NOD infantry...[May 17, 2002: Message edited by: Shak.NL] <http://www.cncrenegade.info/images/newspics/ackpsa1.gif>

Subject: The Humm-vee
Posted by [Anonymous](#) on Sat, 25 May 2002 00:09:00 GMT
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BUMPETY-BUMP (running over nod, not spam, honest)

Subject: The Humm-vee
Posted by [Anonymous](#) on Wed, 12 Jun 2002 01:47:00 GMT
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The Hummer can be a fairly good vehicle depend on how it is used. Typically, it makes for a good speedy transport, patrol vehicle, or even fire support.While the APC is usualy better (can make for a kickbutt fighter!), it's still better than being on foot!
