
Subject: attack idea

Posted by [Anonymous](#) on Thu, 16 May 2002 04:26:00 GMT

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while attacking with battle tanks (light tank, medium tank ect not flame)iam on the place where the mct is the explosion can do more damage and kill some engis on the way.Or you at least slow down repairs because the angis need refill all the time.

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Posted by [Anonymous](#) on Thu, 16 May 2002 05:20:00 GMT

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When attacking the Ref I do that, keeps the engineers busy. But I did'nt know vehicle weapons damaged the MCT more (thought only Personal weapons had more damage), I'll have to try that....thanks for the info.

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Posted by [Anonymous](#) on Thu, 16 May 2002 16:04:00 GMT

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Worked for me realy lots a times

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Posted by [Anonymous](#) on Thu, 16 May 2002 18:32:00 GMT

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it does no extra damgei have acks map (btw very nice)and teh recon bike can fit inside the building i aimed it at the MTC and it did no extra damage. teh exact same as teh outsidebut aiming at the MCT is good for killing engiesex. mesa i was nod and sat in a MA and shot at the MCT and killed liek 10 engies before it fell

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Posted by [Anonymous](#) on Fri, 17 May 2002 00:23:00 GMT

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No problem

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Posted by [Anonymous](#) on Fri, 17 May 2002 00:36:00 GMT

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I'll go try that to.

Subject: attack idea

Posted by [Anonymous](#) on Fri, 17 May 2002 08:26:00 GMT

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well i tested it on field and complex and there it does more damage but it can be that it doesnt on other maps.

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Posted by [Anonymous](#) on Fri, 17 May 2002 10:38:00 GMT

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It doesn't do any more damage. To test it on any map, do like this - get a tank (I've only tried it with Stealth Tank so it might only work for missiles) and drive into the place in the WF where vehicles come out. Aim at the MCT (you can see it through the window). Fire. The rockets will pass right through the window and hit the MCT, even on WS maps.EDIT: I just checked with the Medium Tank and the Light Tank on all the non-defended maps. Damage is EXACTLY the same - I counted the points to be really sure. Hitting the MCT with a vehicle does nothing special.[May 17, 2002: Message edited by: Devon]
