Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 17:29:00 GMT
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you are gods.

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 17:33:00 GMT
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Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 17:48:00 GMT
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......?

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 18:00:00 GMT
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I know

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 18:52:00 GMT
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Yah' better recognize!

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 18:57:00 GMT
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Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 19:17:00 GMT

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Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 19:20:00 GMT

think hw means you and c4kitty are gods

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 19:22:00 GMT

I dunno......i think he finally realized his superiors lol enough bout this thread being about gods lets make it into some USEFULL Tactics for C$ill start off with 1.-C4 on Tiberium Harvester:This is always a win win. You can blow up some life from the harvy .... you can kill surrounding units when it explodes and if lucky damage the refinery when its blowing its load......any else?

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 19:49:00 GMT

Driving your APC backwards makes it much easier to steer. You get the same topspeed (I think) and turns don't phase out like they do when you drive them forward. When you stop turning while driving backwards, you immediately start going straight. If you stop turning while going forwards, you still turn a little more in that direction before you go straight. Driving backwards is also easier than driving forward (in APC's) in lag.

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 19:53:00 GMT

Always fly your transport choppers as low as possible on Walls. Going higher DOES NOT make you safer from enemy fire. It only makes more of the enemy see you and try to stop you. Instead fly as low as possible, and take either the left or right path. Fly over the low part of the wall so you will be protected from most enemy fire and most enemy vision. If you get in at the right time, you can get to a building without being detected, with a load full of engies.

Subject: c4

Posted by Anonymous on Fri, 09 Aug 2002 19:57:00 GMT
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This is common sense, but many people still don't do this. Make sure you have turret view on when you're in tanks instead of the locked forward-looking view. In a mobile artillery or other similar tank, if you find an enemy and start shooting, get the front side of your tank and give it cover with a barrier (like a rock). It makes you 10x safer. When in tank-to-tank or tank-to-infantry combat, NEVER STOP MOVING YOUR VEHICLE. Strafe from left to right to dodge your enemy's shots. Believe me, it will make 75\% of their shots miss you.

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 19:58:00 GMT
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Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 20:02:00 GMT
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Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 20:07:00 GMT
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This is a very objected-to tactic, but it still is extremely valuable and I use it whenever I need to. When using a tank, always have either an engineer or an advanced engineer in it. When you take a bit of damage, back off into an area out of the line of fire, get out of your vehicle, and start repairing it (unless you got an engineer helping you out already). This does not have to be in your base. Retreating to your base to repair your vehicle is a waste of time and it's the time when other tanks on your team currently fighting are most vulnerable to defeat. But be precautious when you repair outside of base, and ALWAYS HAVE 3RD PERSON VIEW ON. Make sure while you repair, you are behind the tank so that if you happened to be shot at, the tank will take the hit, not you. Always move left-to-right to check all of the spots where an infantry may appear and start charging your vehicle. If you see an infantry come up to steal your tank, wait a moment before it gets next to your vehicle, then get in. SQUISH! (No you cannot be sniped if you repair in the correct position, I have never been sniped while repairing) When your tank is repaired, you ended up saving alot of time and you can get back to the front line immediately. If you are new to this game, don't try this strategy.Also, don't use this tactic if you are GDI and Nod still has their Hand of Nod, there probably are SBH's sneaking about.

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 20:23:00 GMT
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Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 22:19:00 GMT
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According to your last post C4, I remember a game where I was a Nod Tech, and my team had 3 or more Mobile Arts pounding the War Fact on the map Fields. I was reparing all 3 or more as much as possible. Thats a pretty difficalt task. Many times I had to choose weather to continue repairing a serton one or abanden it and finish repairing it later if it was still there.I think I did a pretty da mn good job of it too. Most of the time I managed to induce a full repair while avoiding being shot at or killed, and many times, managed to keep 3 to 4 Mobile Arts present, while they attacked.I came close to death a few times, but many times some one managed to come and heal me. After an elongated battle, I did die.   and all the Mobile arts where destroied before I got a chance to get back there. But, my team still won the game.   [August 10, 2002, 10:39: Message edited by: IModx1]

Subject: c4
Posted by Anonymous on Fri, 09 Aug 2002 22:45:00 GMT
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Subject: c4
Posted by Anonymous on Sat, 10 Aug 2002 10:43:00 GMT
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I'm not lying to you!!!   Thats not something EZ to do if the players are not working as a team! And a newbie would be hard pressed to do something like that. You have to have a lot of experance to do that, and even then its hard to maintain!!!Don't roll your eyes at me as if I'm lying!!! That was not an EZ task to under go, and I would not be able to do it if the players where not working as a team!!!

Subject: c4
Posted by Anonymous on Sun, 11 Aug 2002 00:35:00 GMT
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Subject: c4
Posted by Anonymous on Mon, 12 Aug 2002 15:55:00 GMT
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^   hehe, Emoticon with a party hat! LETS PARTY! <->.<->