Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 19 Aug 2002 01:24:00 GMT
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Ok lets say your in a mammoth tank and theres 3 light tanks owning your azz in the field.You cant get back to base because your mammoth is slow and theres nobody to repair you, you're doomed.When your tanks is 1.5 seconds from blowing up, hop out.It screws your attackers out of a lot of points.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 19 Aug 2002 05:30:00 GMT
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for a second I was gonna think you were gonna say "win".......Anyway, if they see it before it dies, they'll stop firing and try to kill you, then get someone to take the tank back to their base.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 19 Aug 2002 05:55:00 GMT
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i agree that it is a useful tactic but after u get out throw a timed c-4 on it and let em take it...kinda like a trojan horse they get mamy u get points for killin it.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 19 Aug 2002 06:13:00 GMT
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Your strategy intrigues me. High risk, but it WOULD be nice to deprive the team of mammy points. You have to be careful not to get offed and lose a mammy, but it sound like a sweet tactic.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 19 Aug 2002 15:08:00 GMT
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The team that kills a mammoth gets 75 points.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 19 Aug 2002 15:12:00 GMT
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I already do this sometimes. I get it out into the tiberium field if there is one in the middleland i hop out before it dies. Usually if there are arties firing at you, do to the long range they are at, they will mistakenly fire one last shell at you to kill it.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Wed, 21 Aug 2002 13:05:00 GMT
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Even better...Just before it blows up, warp to the HON courtesy of Mr. Lag, then plant 321.7 Ion Beacons on the pedestal. Nod would have to work REALLY hard to disarm them all...w00t!

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Wed, 21 Aug 2002 13:14:00 GMT
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You know, I'd say that post was just plain silly, but after seeing a mammoth tank slowly flip over for no good reason, I guess anythings possible in this game. They call it "charm" I think, when games do this.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Wed, 21 Aug 2002 18:49:00 GMT
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I don't know why, but when I read the post that's 2 above mine. I just suddenly started laughing really hard...

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Thu, 22 Aug 2002 13:30:00 GMT
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Glad you liked it!I'm thinking of changing my name to Spaminator...does anyone know if it is already taken??

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Thu, 22 Aug 2002 20:18:00 GMT
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I've always found it to be easier to kill the people who are shooting at me, rather than let them kill me.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Thu, 22 Aug 2002 21:00:00 GMT
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You should be kicking enough ass with that tank that you would easily outweigh them.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Fri, 23 Aug 2002 07:21:00 GMT
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generalfox Commander Member # 5495 Member Rated: posted August 19, 2002 05:30
  -- for a second I was gonna think you were gonna say "win".......Anyway, if they see it before it dies, they'll stop firing and try to kill you, then get someone to take the tank back to their base. --Toss your timed C4 on it if they don't pop it when you get out. I've done it a few times.I also plant remotes on my Aircraft so if I have to bail due to a sniper I can blow it so they don't get it. Also works good if a cloaky steals your Orca.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Fri, 23 Aug 2002 10:33:00 GMT
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quote:Originally posted by generalfox:for a second I was gonna think you were gonna say "win".......Anyway, if they see it before it dies, they'll stop firing and try to kill you, then get someone to take the tank back to their base.nope i dont think so to many newbs just keep fireing at it when im a black hand i c a engi repiaring his tank tank is empty i kill him my team comes with a mammoth a little later when i tell them there sa empty med tnak some1 get it they destroy it and say there was a empty med tnak in the field but i killed it

---

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 26 Aug 2002 14:11:00 GMT
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Mammies are more points to NOd(?) as far as I am concerned. But I like your idea. I'll have to try it; it sounds amusing, if not somewhat risky.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Mon, 26 Aug 2002 14:38:00 GMT
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Tried & true. I employ that "tactic" frequently & it works perfectly all the time, never lost a vehicle to the clutches of my foes.

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Tue, 27 Aug 2002 00:10:00 GMT
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NOT good ---Last night - i saw the same id do this 3 times - and everytime - he died and the enemy got the tank.I really - really - hate fighting my own gear...I mean - if you cannot judge when to jump - dont...

Subject: The easiest tactic in the world! Yet very affective.
Posted by Anonymous on Sun, 01 Sep 2002 00:07:00 GMT
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When Im a SBH in a tank, and im getting pounded by GDI, I wait till im at 40 damage, where one more hit from a tank will kill it, I hop out.If I don't, I end to be pressing LFT Mouse, and I blow my SBH cover. If I DO, there is one more SBH near their tanks so I can possibly steal me a new one.Jumping works....you just gotta do it right.