
Subject: Ramming

Posted by [Anonymous](#) on Mon, 11 Nov 2002 22:14:00 GMT

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another old odd tactic: try ramming your enemy tanks. this is good with fast vehicles like, an APC, or buggy/humvee. ramming can cause some painful lag for any tank. i have even knocked tanks off the map., lol its pretty funny cause they just disappear. i have also saved many of my teammates tanks by knocking the other persons tank. ramming is a good tactic against those that like running over a lot of people with an APC's ram them and send them flying protecting your buddies.

Subject: Ramming

Posted by [Anonymous](#) on Tue, 12 Nov 2002 01:22:00 GMT

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i have noticed when i get rammed by a smaller vehicle i get flung around, yet when i try to ram a vehicle of same size or greater i always come to a dead stop. WTF!

Subject: Ramming

Posted by [Anonymous](#) on Tue, 12 Nov 2002 04:39:00 GMT

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I will only ram to hold a vehicle in the AGT/Obelisks area of fire long enough to get that vehicle destroyed. APC's are perfect for this task.

Subject: Ramming

Posted by [Anonymous](#) on Tue, 12 Nov 2002 05:12:00 GMT

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During one game last week I was in stank following a medium to the Nod base. I waited until he was getting ready to fire on the power plant then I rammed him out into the open and let the OB finish him off. It was a beautiful sight to see.

Subject: Ramming

Posted by [Anonymous](#) on Tue, 12 Nov 2002 05:14:00 GMT

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Yes - ramming is a very good tactic -- in particular - on maps that have automated base defenses ---Like on Hourglass -- when the enemy vehicles come over the hill ---it's really sad sometimes to see, in one case, 2 med's backing up(!) as the FT's are rolling in on Hourglass --- sometimes losing the AGT...But if they went forward - they would hold the FT's a bit longer - allows the AGT to chew more on them - and to allow more of your teammates to run to the defense...One time - i was on Nod on Hourglass - sitting in a FT in front of the Obi - from the right came 2 APC's and

one Mamie - lucky for me they came in single file order --I went forward - engaged the first APC - destroyed it - ran over the occupants - hit the second one - destroyed it - ran over the occupants - then hit the Mamie -- (since it was getting hit by the Obi - it had most of the armour gone) - hit that and ran over the driver...it went down in about 20 seconds-- I was one happy camper.... [November 12, 2002, 05:19: Message edited by: StoneRook]

Subject: Ramming
Posted by [Anonymous](#) on Tue, 12 Nov 2002 05:48:00 GMT
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nice signature! You can especially apply it to renegade!

Subject: Ramming
Posted by [Anonymous](#) on Tue, 12 Nov 2002 14:25:00 GMT
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quote:Originally posted by oo00o00oo:i have noticed when i get rammed by a smaller vehicle i get flung around, yet when i try to ram a vehicle of same size or greater i always come to a dead stop. WTF!Hey, I get the same problem.
