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Subject: 30 to 1- How to do it in a tank.

Posted by [Nukelt15](#) on Tue, 22 Feb 2005 03:04:10 GMT

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Quote:By the way, I think the idea of roving anti-personnel/anti-vehicle units is perfectly sound...

Quote:Repairing all game can make a huge difference.

^ My two favorite roles in a nutshell. I'll jump on either one, depending on which is needed. Not that I won't rush or attack the enemy base, I just prefer picking off threats to my own. When I go out as roving anti-infantry, it's usually in a Hummer or Buggy (APC's, though more useful, tend to make people think you're going to rush and you wind up with pissed off passengers more often than not), as anti-vehicle Gunner, BH-LCG, Raveshaw, or PIC Sydney. Tanks are too clumsy to use against other vehicles, and can't evade tank shells or missiles as easily. When I'm repairing, I try to go out and find a few weapon pickups so that I can role swap if I need to (I don't repair vehicles in the field unless I AM armed...being sniper bait with no way to return fire doesn't help anyone).

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