Subject: O...M...G   Med city!
Posted by futura83 on Tue, 18 Jul 2006 21:18:36 GMT
View Forum Message <> Reply to Message

look at this screen-shot of a game i just played:

there were about 16 in total; enough for one each.

we rushed with this and took out an obi and a hon

(btw, it was on under)

Subject: Re: O...M...G   Med city!
Posted by mrpirate on Tue, 18 Jul 2006 21:57:31 GMT
View Forum Message <> Reply to Message

Holy ugly Medium Tank skin, Batman.

Subject: Re: O...M...G   Med city!
Posted by z310 on Tue, 18 Jul 2006 23:24:29 GMT
View Forum Message <> Reply to Message

mrpirate wrote on Tue, 18 July 2006 17:57Holy ugly Medium Tank skin, Batman.

Subject: Re: O...M...G   Med city!
Posted by Zion on Tue, 18 Jul 2006 23:33:45 GMT
View Forum Message <> Reply to Message

ONLY the Obelisk and Hand Of Nod? With 16 tanks? Good counter attack i'de say.

Yeah, that skin is horrid.

Subject: Re: O...M...G   Med city!
Posted by Kamuix on Wed, 19 Jul 2006 00:10:48 GMT
View Forum Message <> Reply to Message

Biggest rush I ever seen

Subject: Re: O...M...G   Med city!
Posted by mision08 on Wed, 19 Jul 2006 01:46:17 GMT
View Forum Message <> Reply to Message

I like it. If I ever need a tank that can disappear in a blueberry patch, that's the paint scheme that will do it.

Subject: Re: O...M...G   Med city!
Posted by futura83 on Wed, 19 Jul 2006 07:37:57 GMT
View Forum Message <> Reply to Message

Edit: Sorry, quoted qrong personONLY the Obelisk and Hand Of Nod? With 16 tanks? Good counter attack i'de say.

it was; they didnt even have tanks i dont think!

we got a bit lucky though, as none of use left tank shells for them to repair, cos if they stole 16 tanks, we'dve probably lost.

Subject: Re: O...M...G   Med city!
Posted by Berkut on Thu, 20 Jul 2006 04:11:29 GMT
View Forum Message <> Reply to Message

mrpirate wrote on Tue, 18 July 2006 17:57Holy ugly Medium Tank skin, Batman.

Subject: Re: O...M...G   Med city!
Posted by aveator on Sat, 22 Jul 2006 07:58:05 GMT
View Forum Message <> Reply to Message

I think Nod had two arties, but it was the biggest rush I have ever seen

---

Subject: Re: O...M...G   Med city!
Posted by Sniper_De7 on Sat, 22 Jul 2006 11:46:03 GMT
View Forum Message <> Reply to Message

RONGORR ONLY ! ! ! ! !

Subject: Re: O...M...G   Med city!
Posted by Ma1kel on Sat, 22 Jul 2006 20:35:56 GMT
View Forum Message <> Reply to Message

Merovingian wrote on Wed, 19 July 2006 00:33ONLY the Obelisk and Hand Of Nod? With 16 tanks? Good counter attack i'de say.

Yeah, that skin is horrid.
Seeing as they got 16 meds, GDI would have about 3-4 tanks in the field. If they want to rush with all 16 tanks, they need to all go back to base and meet up at the AGT, which normally takes 10-15 minutes. In this time Nod will suspect that they're rushing and counter them with tanks and technicians in the Obelisk, Airstrip and Hand of Nod. Especially in the server where he was playing in (BC Marathon), massing is normal. So regular players on Nod know how to counter 16 Medium Tanks.

Subject: Re: O...M...G   Med city!
Posted by Dave Mason on Sat, 22 Jul 2006 21:08:40 GMT
View Forum Message <> Reply to Message

Sniper_De7 wrote on Sat, 22 July 2006 12:46RONGORR ONLY ! ! ! ! !

hahahahaha!

Subject: Re: O...M...G   Med city!
Posted by F15pilotXP on Tue, 25 Jul 2006 02:45:07 GMT
View Forum Message <> Reply to Message

I'd love to be raveshaw then....that'd be some fun stuff

Subject: Re: O...M...G   Med city!
Posted by Ma1kel on Tue, 25 Jul 2006 11:19:30 GMT
View Forum Message <> Reply to Message

F15pilotXP wrote on Mon, 24 July 2006 21:45I'd love to be raveshaw then....that'd be some fun stuff
Why the hell would you want to be a Raveshaw then, comon. If you want to defend get a Flame/Light tank.

Subject: Re: O...M...G   Med city!
Posted by jnz on Sat, 29 Jul 2006 19:03:37 GMT
View Forum Message <> Reply to Message

i much prefer rave to tanks.

Subject: Re: O...M...G   Med city!
Posted by EvilWhiteDragon on Sun, 30 Jul 2006 10:21:14 GMT
View Forum Message <> Reply to Message

Ma1kel wrote on Tue, 25 July 2006 13:19F15pilotXP wrote on Mon, 24 July 2006 21:45I'd love to
be raveshaw then....that'd be some fun stuff
Why the hell would you want to be a Raveshaw then, comon. If you want to defend get a
Flame/Light tank.
coz it fires better than a light tank, and has a greater range than a flame?

And if nod was smart then they blocked the way to the ob as long as possible so that the ob could
fire as long as possible.

Subject: Re: O...M...G   Med city!
Posted by Tunaman on Sun, 30 Jul 2006 11:42:09 GMT
View Forum Message <> Reply to Message

Ma1kel wrote on Tue, 25 July 2006 07:19F15pilotXP wrote on Mon, 24 July 2006 21:45I'd love to
be raveshaw then....that'd be some fun stuff
Why the hell would you want to be a Raveshaw then, comon. If you want to defend get a
Flame/Light tank.
I'd say Artilleries are much more useful for defense than light tanks..

Subject: Re: O...M...G   Med city!
Posted by Berkut on Sun, 30 Jul 2006 23:49:46 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sun, 30 July 2006 07:42
I'd say Artilleries are much more useful for defense than light tanks..

Ugh. They're a pain in the Asphy for us engies to repair, though.

Subject: Re: O...M...G   Med city!
Posted by csskiller on Tue, 01 Aug 2006 00:35:36 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sun, 30 July 2006 06:42I'd say Artilleries are much more useful for defense than light tanks.. The only problem is they have less health and die faster. That makes them almost usless. Light tanks *can* beat a med in the right circumstances.

Subject: Re: O...M...G   Med city!
Posted by Tunaman on Tue, 01 Aug 2006 23:38:11 GMT
View Forum Message <> Reply to Message

csskiller wrote on Mon, 31 July 2006 20:35Ralphzehunter wrote on Sun, 30 July 2006 06:42I'd say Artilleries are much more useful for defense than light tanks.. The only problem is they have less health and die faster. That makes them almost usless. Light tanks *can* beat a med in the right circumstances.
It is much easier to kill a med with an artillery than a light tank, lol. The one thing that will make artilleries useless is the fact that Havocs and Deadeyes do an insane amount of damage to them. But that's not what I was talking about anyways. Light tanks can't do enough damage in a short amount of time to defend from a rush like that, while Artilleries can, and if you can get 3-4 people who know what they're doing with artilleries, you'll have meds dropping like crazy, and the artilleries will be taking minimum damage.

Subject: Re: O...M...G   Med city!
Posted by Kilo62 on Wed, 02 Aug 2006 06:04:31 GMT
View Forum Message <> Reply to Message

Raves or artys....all there is to it. If you have 3 or 4 raves firing at one med...its gone within...meh 10 seconds? artys tend to have more power behind the shell...making them better than the light

---

Subject: Re: O...M...G   Med city!
Posted by warranto on Wed, 02 Aug 2006 17:05:08 GMT
View Forum Message <> Reply to Message

Meh, give me a couple APC's and a couple of techs for repair, and I (with the others, of course) could hold them off enough to severely disrupt their plans, if not stop it all together.

Subject: Re: O...M...G   Med city!
Posted by Blazer on Thu, 03 Aug 2006 07:45:18 GMT
View Forum Message <> Reply to Message

No offense meant, but I find "skins" that purposefully make things easier to see (neon colored C4, brightly colored tanks etc) as a semi-cheat.

Afterall, what good is the camo paint on your med tank, which helps you blend in, and maybe keep you from being spotted for an extra 1-2 seconds and maybe get in a lucky shot...if the other

---

people see you as some brightly glowing hippy mobile

That aside...nice rush coordination! With that many tanks you should have easily owned the entire base.

Subject: Re: O...M...G   Med city!
Posted by JohnDoe on Thu, 03 Aug 2006 10:19:10 GMT
View Forum Message <> Reply to Message

The only thing that I would consider a semi-cheat are custom Stank sounds...and actually I'd include super-loud beacon beeps as well.

Subject: Re: O...M...G   Med city!
Posted by EvilWhiteDragon on Fri, 04 Aug 2006 16:54:26 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Thu, 03 August 2006 12:19The only thing that I would consider a semi-cheat are custom Stank sounds...and actually I'd include super-loud beacon beeps as well.
well, about the superloud beacon beeps you could discus, I cant hear very well, Im missing articular the high tones , so I cannot hear the beacon beeps very wel :/

Subject: Re: O...M...G   Med city!
Posted by JohnDoe on Fri, 04 Aug 2006 20:40:29 GMT
View Forum Message <> Reply to Message

Hahaha.

Subject: Re: O...M...G   Med city!
Posted by thrash300 on Wed, 16 Aug 2006 00:40:24 GMT
View Forum Message <> Reply to Message

the17doctor wrote on Tue, 18 July 2006 16:18look at this screen-shot of a game i just played:

there were about 16 in total; enough for one each.

we rushed with this and took out an obi and a hon

(btw, it was on under)

I've seen an equevelent or even with more tanks,I belive it was on a   BC server   but it was with light tanks on Field. I basically started the rush. It was a failure I believe that we only took out the weapons Factory and a couple of Harvesors. The big problem with big or small rushes is COMMUNICATION and COORIDANTION get those 2 right and it will garantee you a success, in most cases.

BTW: Not the best skin I've seen for the Med. It could have been your computer video card....????

I JUST DON'T GET IT, SOMETIMES THERE ARE VEHICLE LIMITS ON BC AND SOMETIMES THERE AREN'T. AM I MISSING SOMETHING???

Subject: Re: O...M...G   Med city!
Posted by havoc9826 on Wed, 16 Aug 2006 03:34:40 GMT
View Forum Message <> Reply to Message

thrash300 wrote on Tue, 15 August 2006 17:40
I JUST DON'T GET IT, SOMETIMES THERE ARE VEHICLE LIMITS ON BC AND SOMETIMES THERE AREN'T. AM I MISSING SOMETHING???
The vehicle limit is normal at BC, but you can turn your vehicles into shells, which don't go against the limit, and repair them later. The team commanders and people who achieve elite status within a round can also !buyveh a vehicle over the limit once every 2 minutes, providing the WF/Airstrip is still alive.

Subject: Re: O...M...G   Med city!
Posted by thrash300 on Wed, 16 Aug 2006 04:16:19 GMT
View Forum Message <> Reply to Message

havoc9826 wrote on Tue, 15 August 2006 23:34thrash300 wrote on Tue, 15 August 2006 17:40
I JUST DON'T GET IT, SOMETIMES THERE ARE VEHICLE LIMITS ON BC AND SOMETIMES THERE AREN'T. AM I MISSING SOMETHING???
The vehicle limit is normal at BC, but you can turn your vehicles into shells, which don't go against the limit, and repair them later. The team commanders and people who achieve elite status within a round can also !buyveh a vehicle over the limit once every 2 minutes, providing the WF/Airstrip is still alive.

So when I become an elite (which has never happened YET, only verteran) and I use the !buyveh command, it won't add on to the vehicle limit?

Subject: Re: O...M...G   Med city!
Posted by Ma1kel on Wed, 16 Aug 2006 11:42:15 GMT

Yes it will, but if you are already on the limit you can still use this command, let's say you got 7 vehicles and are on the limit, you can !buyveh and get 8 vehicles, but all these vehicles count towards the limit.

Subject: Re: O...M...G   Med city!
Posted by thrash300 on Thu, 17 Aug 2006 06:59:21 GMT

Ma1kel wrote on Wed, 16 August 2006 06:42Yes it will, but if you are already on the limit you can still use this command, let's say you got 7 vehicles and are on the limit, you can !buyveh and get 8 vehicles, but all these vehicles count towards the limit.

I see. Thanks! Have you ever seen the bot or what ever it is called, the "Thing" that ALLOWS you to use the !buyveh command or any other command for download?