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Subject: do tanks have weak spots  
Posted by [rs4015](#) on Fri, 25 Aug 2006 19:33:11 GMT  
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ok, i get the part were infantries die faster if shot in the head and structures destroyed faster if u get to the mct, but what abt vehicles?

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Subject: Re: do tanks have weak spots  
Posted by [icedog90](#) on Fri, 25 Aug 2006 19:34:52 GMT  
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Yeah, ramjets.

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Subject: Re: do tanks have weak spots  
Posted by [Dethdeath](#) on Fri, 25 Aug 2006 19:48:39 GMT  
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Incompetent drivers.

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Subject: Re: do tanks have weak spots  
Posted by [Tunaman](#) on Fri, 25 Aug 2006 19:57:26 GMT  
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The "e" button.

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Subject: Re: do tanks have weak spots  
Posted by [Dover](#) on Fri, 25 Aug 2006 21:09:34 GMT  
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The fall-through-the-map bug.

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Subject: Re: do tanks have weak spots  
Posted by [futura83](#) on Sat, 26 Aug 2006 00:00:24 GMT  
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when he says 'weakspots' he asking what to a tank is similar to that of a headshot to an infantry.

i dont think tanks have weakspots.

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Subject: Re: do tanks have weak spots  
Posted by [BlueThen](#) on Sat, 26 Aug 2006 00:20:48 GMT  
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I've heard that the turret on the tank is the weakspot.. but I don't know... I need to look into the ini files...

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Subject: Re: do tanks have weak spots  
Posted by [puddle\\_splasher](#) on Sat, 26 Aug 2006 14:28:58 GMT  
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Different weapons do different damage to a tank. It is the same with different vehicles hitting a tank.

MRLs, Arty, bikes,buggy and hummers will be decimated at range by a Noob-jet.

Raveshaw likes Meds, Mammys, APCs and the other vehicles above. Whereas Moby likes frying Stanks with the volt-auto.

Dont forget that all snipers like any helicopters. Helos are a snipers paradise.

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Subject: Re: do tanks have weak spots  
Posted by [rs4015](#) on Sat, 26 Aug 2006 18:17:15 GMT  
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today i was rav nd tried shooting at the wheel of my nod buggy, then tried it on a flametank and it did the same damage (80) as shooting it anywhere else  
hmmm its seems like there aren't any weak spots maybe i should just stick to good antivehicle weapons

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Subject: Re: do tanks have weak spots  
Posted by [Ma1kel](#) on Sat, 26 Aug 2006 21:26:23 GMT  
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The automatic pistol can effectivly kill a tank in 9999 shots, I suggest you try it.

---

Subject: Re: do tanks have weak spots  
Posted by [puddle\\_splasher](#) on Sun, 27 Aug 2006 10:09:08 GMT  
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tigerback4014 wrote on Sat, 26 August 2006 13:17today i was rav nd tried shooting at the wheel of my nod buggy, then tried it on a flametank and it did the same damage (80) as shooting it

---

anywhere else

hmmm its seems like there aren't any weak spots maybe i should just stick to good antivehicle weapons

Just remember that a 1000-point character, especially Raveshaw is a prize for a sniper, any sniper.....headshot, dead lol.

Venture into the field and be taken out easily by even a basic soldier.

So you carry on being a base-camper and I will attack with my tanks, arty + MRLs. Remember that there will have to be someone repairing your base, because I always have an engineer/hotty/tech to repair my vehicles.

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Subject: Re: do tanks have weak spots  
Posted by [Goztow](#) on Mon, 28 Aug 2006 06:51:35 GMT  
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I know this ain't what you are looking for but I'd say the weakest spot of a tank is its driver.

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Subject: Re: do tanks have weak spots  
Posted by [TTBasM92](#) on Mon, 28 Aug 2006 07:52:11 GMT  
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Agreed

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Subject: Re: do tanks have weak spots  
Posted by [LR01](#) on Mon, 28 Aug 2006 16:43:35 GMT  
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Ma1kel wrote on Sat, 26 August 2006 23:26The automatic pistol can effectivly kill a tank in 9999 shots, I suggest you try it.

Well, on a ary/MRLS it is, I once was called a cheater when I shot with a pisol on a arty

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Subject: Re: do tanks have weak spots  
Posted by [MexPirate](#) on Wed, 30 Aug 2006 18:54:18 GMT  
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LR01 wrote on Mon, 28 August 2006 18:43Ma1kel wrote on Sat, 26 August 2006 23:26The automatic pistol can effectivly kill a tank in 9999 shots, I suggest you try it.

Well, on a arty/MRLS it is, I once was called a cheater when I shot with a pistol on a arty

the number of times I have finished off a chopper with a pistol and then been accused of cheating, it's almost an acceptable weapon for finishing off light vehicles.

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Subject: Re: do tanks have weak spots

Posted by [Tzar469](#) on Sat, 09 Sep 2006 17:55:12 GMT

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LMAO! Too bad the pistol has such a short range.

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Subject: Re: do tanks have weak spots

Posted by [Dover](#) on Sat, 09 Sep 2006 21:34:45 GMT

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Yeah, and too bad almost any other weapon would work in it's place.

---

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Subject: Re: do tanks have weak spots

Posted by [mision08](#) on Mon, 11 Sep 2006 23:26:14 GMT

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No weakness in the armor that I know of, but I sometimes get in a situation where I seem to do no damage and need to move. Or when I'm repairing I see no progress, so I hop in and back out and it repairs normal. I used to think it was just lag but I don't know. Sounds more like a bug, or I'm just stoned.

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Subject: Re: do tanks have weak spots

Posted by [jnz](#) on Tue, 12 Sep 2006 22:25:30 GMT

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Dover wrote on Sat, 09 September 2006 22:34 Yeah, and too bad almost any other weapon would work in it's place.

exept repair gun

---

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Subject: Re: do tanks have weak spots

Posted by [PlastoJoe](#) on Wed, 13 Sep 2006 01:23:09 GMT

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Not really a weapon though.

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Subject: Re: do tanks have weak spots  
Posted by [Jaspah](#) on Wed, 13 Sep 2006 05:01:47 GMT  
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Bah, they should of made it so the rear armor of tanks is weaker.

---

Subject: Re: do tanks have weak spots  
Posted by [jnz](#) on Wed, 13 Sep 2006 06:53:57 GMT  
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SpyGuy246 wrote on Wed, 13 September 2006 02:23Not really a weapon though.

to the renegade engine it is.

---

Subject: Re: do tanks have weak spots  
Posted by [Tzar469](#) on Mon, 18 Sep 2006 03:15:35 GMT  
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SpyGuy246 wrote on Tue, 12 September 2006 18:23Not really a weapon though.

In single player it is. I just wish multiplayer repair guns had that ability.

---

Subject: Re: do tanks have weak spots  
Posted by [thrash300](#) on Thu, 28 Sep 2006 02:22:32 GMT  
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Actually a tank does have a weakspot. Do some experimenting in Multiplayer Practice and look at the life boxes when you shoot at defferent places. Trust Me They Have Weak Points.

Friendly Fire Should Be On.

---

Subject: Re: do tanks have weak spots  
Posted by [Ryu](#) on Thu, 28 Sep 2006 05:50:37 GMT  
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Shotguns DO Kill humm-vee's and Buggy's Fast.

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Subject: Re: do tanks have weak spots  
Posted by [jnz](#) on Thu, 28 Sep 2006 07:20:48 GMT  
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thrash300 wrote on Thu, 28 September 2006 03:22 Actually a tank does have a weakspot. Do some experimenting in Multiplayer Practice and look at the life boxes when you shoot at defferent places. Trust Me They Have Weak Points.

Friendly Fire Should Be On.

where?

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Subject: Re: do tanks have weak spots  
Posted by [futura83](#) on Thu, 28 Sep 2006 13:44:28 GMT  
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my guess would be it's turret

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Subject: Re: do tanks have weak spots  
Posted by [mrpirate](#) on Thu, 28 Sep 2006 13:49:25 GMT  
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thrash300 wrote on Wed, 27 September 2006 22:22 Actually a tank does have a weakspot. Do some experimenting in Multiplayer Practice and look at the life boxes when you shoot at defferent places. Trust Me They Have Weak Points.

Friendly Fire Should Be On.

Nope.

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Subject: Re: do tanks have weak spots  
Posted by [thrash300](#) on Fri, 29 Sep 2006 00:36:22 GMT  
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This is what you do: Make sure that friendly fire is on on multiplayer practice, go to multiplayer practice, get 2 tanks, and shoot at different places and keep an eye at the life boxes, prefferably shoot at one place 2 times, then remember what place it was and remember how many boxes it took away. Then do it to another part. You can have more that 2 tanks so you can shoot at more that 2 things and compare them together.

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Subject: Re: do tanks have weak spots  
Posted by [Spoony](#) on Fri, 29 Sep 2006 07:55:48 GMT  
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Tanks do not have weak spots.

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One possible explanation for what you're thinking about: some tanks (e.g. med, light, arty) do their damage in two separate portions. If the server isn't great sometimes you only register part of the full damage. With host advantage you always get full damage.

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Subject: Re: do tanks have weak spots  
Posted by [Ryu](#) on Sat, 30 Sep 2006 00:36:38 GMT  
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Huh, There is a advantage spot on the GDI med tank and apc's

If you shoot in a certain position, It does no damage

So um, Tanks have a disadvantage

#### File Attachments

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1) [GDIGlitch.jpg](#), downloaded 820 times



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Subject: Re: do tanks have weak spots

Posted by [thrash300](#) on Sat, 30 Sep 2006 02:09:44 GMT

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Well, at least now we'll know not to shoot at that place! Nice Find, Thanks.

---

Subject: Re: do tanks have weak spots

Posted by [BlueThen](#) on Sat, 30 Sep 2006 03:12:38 GMT

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I did a test on the weakspot thing. And what are my results?

THERE ARE NO WEAKSPOTS! I thought all along that there were weakspots. But each place shot at gives the same ammount of damage. Try it for your self, shoot a tank, get in it... check the health, repair it, and do it again.

---

Subject: Re: do tanks have weak spots

Posted by [rs4015](#) on Sat, 30 Sep 2006 16:40:19 GMT

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Alex wrote on Fri, 29 September 2006 19:36Huh, There is a advantage spot on the GDI med tank and apc's

If you shoot in a certain position, It does no damage

So um, Tanks have a disadvantage

omg omg try to shoot a rocket at that point  
it flies right thru the tank as if its not even there  
so if u turn the tank so that its side is facing enemy tanks nd u got a gunner nd hot behind it, it  
would be extremley destuctive nd incincible, ofcourse the gunner wont c where hes shooting, but  
could b useful at close range

---

Subject: Re: do tanks have weak spots

Posted by [thrash300](#) on Fri, 06 Oct 2006 00:41:25 GMT

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[quote title=tigerback4014 wrote on Sat, 30 September 2006 12:40  
omg omg try to shoot a rocket at that point  
it flies right thru the tank as if its not even there  
so if u turn the tank so that its side is facing enemy tanks nd u got a gunner nd hot behind it, it  
would be extremley destuctive nd incincible, ofcourse the gunner wont c where hes shooting, but  
could b useful at close range[/quote]

NICE!

I WONDER IF IT WILL BE THE SAME WITH ANYOTHER CHARACTER.....  
I'LL HAVE TO DO SOME TESTS....

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Subject: Re: do tanks have weak spots  
Posted by [iROwn3r](#) on Mon, 09 Oct 2006 13:09:43 GMT  
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Your correct about infantries and buildings but really for tanks your paying for more armor etc, like  
a arty if a havoc hits it say 5times it's dead with a light tank takes alot longer

/iROwn3r

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