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Subject: Re: Buggy can kill mammy

Posted by [Sniper\\_De7](#) on Sun, 02 Oct 2005 14:31:36 GMT

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167 credits? and I thought I was generally talking about you killing yourself for a tibgun. Anyways, if it was me and i had 167 credits i would never buy a tib sydney to kill vehicles. Never. If i was desperate, or the team was unprepared, as you put it.. I would get enough to buy a rocket soldier(at the very least) since it can kill a stank in a mere 18 seconds compared to 40 seconds for a sydney. a good deal considering it's only 75 dollars more(which isn't hard to get if there's stanks because you can just shoot them with your rifle and get it in your second reload. but truly the best unit for defence for GDI is the gunner or pic.

As for infantry killing, your most effective (aside from snipers) would be an officer, a mere 25 more credits. It shoots twice as fast and does the same damage and it reaches its target quicker. the projectiles for the tib sydney are so slow that you can often dodge them. another pro for the officer is that since it shoots more rounds per second you can kill them quicker because you can get more headshots.

also, no, i don't often come across servers that people rush in with stealth tanks because often times i'm in their base preventing them from buying vehicles; meanwhile there's teammates in our base buying tib sydney's and snipers while i'm left alone in their base. Nod can't buy any vehicles = good game.. it's a big shame the people in our base don't recognize this and buy tanks as soon as they can to help. The only time where a stank rush works when I'm playing is probably in city flying, and that's mostly due to the lack of vehicles out in the field. If the tanks would go in spots where stanks would have to go through to get to our base than the stanks would not come through because i'd see them shooting the tank.

in conclusion: tibsdney sucks horridly.. It's like the tmp of renegade. take the words of someone who's a good player and has been playing for a long time. i don't know exactly how to teach good ways to play because i guess when you play mostly on publics and never had much chance for clan wars against good clans, that you never have a chance to learn. since for the most part you really never need to since the majority of the people who play this game don't repair when they are about to lose a vehicle against something they could have over repaired. they don't repair on the tib field if they're worried about sbhs. they'll either let the enemy take it or they'll die.

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