I can outmanuever almost any driver by just going left/right as the situation demands, and then when they get really close, start jumping to the same direction as I'm running except a bit towards them. This rapid jumping allows easy flanking on even fast tread vehicles like APCs. It's only good for   them, though. This also often throws off gun turrets, especially when the driver is also the gunner [hint hint....teamwork = good...]

P.S. Having a good video card is pretty much a given for playing games that want a good FPS rate... :rolleyes: