

---

Subject: New Nod Turret

Posted by [terminator 101](#) on Thu, 01 Dec 2005 20:56:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I played this game for 3 years and I have never seen anything like this.

Has this ever happened to you? (I was on noobstories server when this happened). The server must have been lagging a bit because I don't think you can do this by any chance.

### File Attachments

---

1) [ScreenShot01.jpg](#), downloaded 827 times



---

Subject: Re: New Nod Turret  
Posted by [light](#) on Thu, 01 Dec 2005 23:38:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Haven't seen it myself, but considering some of the stuff lag can do the the physics in the game, it doesn't surprise me.

---

---

Subject: Re: New Nod Turret  
Posted by [warranto](#) on Thu, 01 Dec 2005 23:53:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Stuff like this happens as well

### File Attachments

1) [Automated apache.gif](#), downloaded 527 times

JeepRubi killed wesman120  
Gizbotvas killed medabea  
bruupo killed willho



---

Subject: Re: New Nod Turret  
Posted by [icedog90](#) on Fri, 02 Dec 2005 00:19:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

^

| THAT is normal.

|

---

Subject: Re: New Nod Turret  
Posted by [Jecht](#) on Fri, 02 Dec 2005 01:05:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

The first time i ever flew an apache that happened to me lol.

---

Subject: Re: New Nod Turret  
Posted by [Kamuix](#) on Mon, 05 Dec 2005 04:05:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Would'nt most of that stuff be things that host did to the maps he was hosting. Maybe he changed the top of the turret model to an apc.

In one of my maps i changed the orca model to the A10. I used it in m03 and hosted it, after i got like 8 people into my game i changed myself to neutral(Spawns me where i placed my orcas(Look like a10's))got into an apache and jumped out of it, landed intop of the a10(Only way to get into it) Flew it to the battle seen and shot people down. I also changed the a10's health to like 2000.LOL!! But its kinda hard to kill people when inside the A10 using orca weapons.

---

Subject: Re: New Nod Turret  
Posted by [JeepRubi](#) on Mon, 05 Dec 2005 12:55:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

warranto wrote on Thu, 01 December 2005 18:53Stuff like this happens as well

He He. i was playing in that game and i just killed some 1. I was also 8th if you look 4 me.

---

Subject: Re: New Nod Turret  
Posted by [Nukelt15](#) on Mon, 05 Dec 2005 15:57:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I think I can honestly say that I'd rather get stuck on top of a turret than fall into Blue Hell.

---

Subject: Re: New Nod Turret

Posted by [bisen11](#) on Mon, 05 Dec 2005 16:40:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can do lots of stuff with drop mods....

---

---

Subject: Re: New Nod Turret

Posted by [terminator 101](#) on Mon, 05 Dec 2005 19:12:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Buckery wrote on Sun, 04 December 2005 23:05: Would't most of that stuff be things that host did to the maps he was hosting. Maybe he changed the top of the turret model to an apc.

Negative. That happened while I was playing, and it was not like that before. The APC was running from Medium Tank, and it ended up there

---