
Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 17:01:00 GMT

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ikcompute, first of all, I played with ya either yesterday or the day before that and you are pretty good so this is not a personal attack, but since you are asking for "opinions" here is mine. While everyone seems to applaud your post, I am not too sure that APC on defense is a good idea at all times, here are some flaws that no one brought up: 1. For a single driver apc, it is not always used for "defending" if it is, then I applaud you, anything defending is good IMHO. I seen it more used too attack then defend. 2. It confuse the heck out of your teammates APC = Armored Personnel Carrier (notice Personnel is plural)! = My own little point machine At such, any of your teammates see an apc, the first thought that will come to mind is "ok he is doing an apc rush, let me get eng and get in", especially early in the game. As far as invition goes, I disagree, I won't get in a tank uninvited, but APC (see def above) that is what it is made for. I get very frustrated when I and others get in an APC only find it parks itself midfield and start blasting away. 3. Vechs slot, only 1 person brought this up, but I played a 40 player map at under and we had 2 apcs that is doing "defending", so the vech limit was on for most of the game, toward end, we lost few tanks but no 1, no 1 bought more tanks because they got frustrated early on and thought the limit is still there and never bothered to check again! We lost that map by few hundred points, ikcompute, i think you were there too. 4. Blocking, I block better with Meds anyday, I block even mid field (as most good player will do) there is just no free ride to base with me, what is so special about APC? Maybe WW should make a mobile-fast-shooting-turret so you all can get in that. oh yeah, or you can call it Armored Personal Carrier my 2 c [July 17, 2002, 17:04: Message edited by: what_a_rush]
