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

Posted by [Anonymous](#) on Mon, 15 Jul 2002 11:46:00 GMT

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Hmmm- if i see an a teammate jump out to repair in base - or on the field (which i dont recommend) - i jump in - to provide cover fire - prevent enemy thief - and above all - to give the poor engie some points - because you dont get them for repairing any empty vehicle. Most of the players know this - and after the repair - i pop out and we both are happy --every now and then - a new player will either jump in and not repair - or -- spam "Get out of the vehicle" (i'm usually an above \$700 character - so why would i want there vehicle) - so - either the vehicle gets jacked by the enemy - or get's destroyed by incoming fire - while the engie is huddled behind it repairing. I usually make enough credits on foot to buy vehicles for anyone - so who knows -?either you learn that this is teamwork driven game - and that you have to think "tactical" or go back to playing Q-Bert. On the point of players jumping in the enemy vehicles in base - i have seen this too often --- they just want the rights to the vehicle - no matter if the base is being destroyed around them. The other thing that could go hand in hand with this - if you find/capture a vehicle - keep it in the base so the enemy cant see/destroy it -- one less enemy vehicle they can make - (8 is the limit) - plus if your team is really good - you can rush with 14 vehicles....(yes - i saw it happen once -- snipers were REALLY good that game..)IMHO [July 15, 2002, 11:47: Message edited by: StoneRook]
