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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 14:26:00 GMT

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I agree with the general sentiment. Teamwork seems to be dead, but that's not the only thing that's gone down the tube. Part of the problem is people just don't know how to use the tools they've got. A Havoc isn't any good if you can't hit the minigunner that's charging you (something I actually did to a Havoc), and the MRLS just isn't made for short range combat. Also, too many people think that the more expensive a unit is, the better it is, which simply isn't true. A minigunner, IMO, is much better at taking out buggies/humvees, MRLS/Artilleries, and helis than, say, a Deadeye, and you can't imagine how many times I've seen a Havoc shooting at my Med/Mammoth Tank while I was rolling toward the enemy base.If people just took the time to learn how to use the units they have (like I did with the Machine Gun, my favorite sniping weapon), then they'd be able to pull off spontaneous rushes without much talk between them.Of course, that only solves half the problem. People still need to learn how to work together to beat the enemy, not go off on their own to rack up the points.BTB, I once took out a Flamer with a Sakura inside with a Grenadier on my own without dying one time on Under.BTB, I agree that the filters filter out too much, which interfer's with saying things like do\*\*\*entation, but I also think that they need some sort of Language filter, because without it, there would just be too much vulgarity.[ May 14, 2002: Message edited by: Magius del Cotto ]

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