
Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:17:00 GMT

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i didn't say it wasn't effective, i've done the same, my point is that it is more effective if by using teamwork you turn that 1 hot rush into a 4 hot rush and finish the base, or 2 hots and 2 guns.... sorry, don't get me wrong, when there is 0 teamplay on a server after many attempts i'll solo the mofo too, but saying that EVERY GAME i'm gonna solo apc/hot is stupid, you need to know the lay of the field to make that decision... i mean.. are you gonna solo apc run when there are 3 flanks blocking the field? or there is a PIC/mine trap setup waiting for you at the Oblisk? My point is the question is silly because in order to answer it you would need to paint a picture of the current situation on the field, which can be defined in the first few minutes of play. Also anyone who knows jack about base defense will stop your solo rush, get in a clan match and try that crap without a distraction and you're a dead man.... so thats my point really... it depends
