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Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Sat, 09 Mar 2002 08:53:00 GMT

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I also agree with a service bay. I don't have a problem with the opposite team stealing my vehicle but with my own team members. Normally I have enough credits to buy another one but that's not really the point. lol... last night I stopped my tank to repair another guys tank and when I turned around my tank was gone. I was standing right next to it (never even heard it drive away -- not that I could have done anything at that point). Or instead of the service bay they could program something in where you can't take another team members vehicle unless it's been "abandoned"... like sitting without anyone in it for 2 minutes. The only exception would be if more than one member was in it then the last one to stay in it (regardless of who it belonged to) becomes the owner.

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