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Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:26:00 GMT

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My solution has been this so far for public games:Join a game and ask 3 times if anyone is on Roger Wilco / other voice comms. If no-one answers I tend to leave.Join the voice channel if there is one.Ask if anyone wants to be my partner.Meet my partner in the AirStrip/FactoryYou decide between you who will be an engy/tech/hotwire and one of you buys a vehcile (I tend to buy a buggy/HumV first to test the partners reliability - plus i like humVs )One goes gunner, the other dirver. If you need repairs the guner jumps out and starts repairing. (if the driver jumps out you the vehicle can still be stolen). You take it turns to buy vehicles and sometimes tame it in turns to be engy/armed infantry.This overall solves the problems with theft, increases the availability of repairs, means that of your vehicle is destroyed the soldier kills enemys and the engy repairs the soldier while you run back to base (increasing survival chances), increases gunning efficieny while moving..blah blah blah. I could go on but I'm getting bored.But I still want a repair bay.

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