Quote:Got another idea for CP2. How much work would it be to make vehicles not go Neutral whenever you hop out of them? I'm pretty sure the opposing team can grab it if it's empty. I could very well be wrong. But anyway, this would stop certain jackasses from planting Remote or Timed C4 on allied vehicles and blowing them up whenever someone hops out to repair them. It does happen.
This does happen. But there'd be another problem then:
What if you want to get rid of your OWN tank? (get rid of an arty to participate in a flame rush or whatever)