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Subject: FFS STAY FOCUSED!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 04:00:00 GMT

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I hate seeing the following things happen:1. A flame tank flaming an enemy building, and then stopping to flame some basic soldier that is shooting at them...and chasing them trying to run them over....meanwhile they could have destroyed the building, instead they wasted their time trying to flame a 3-point infantry.2. riding in an APC going to enemy base, and the driver stops on his way to chase/shoot/runover infantry. Now either the APC is damaged to the point of not being able to breach the base defense, or the freshly killed infantry spawn and buy a mobius/LCG and take us out while incoming.3. riding in an APC going to enemy base, and encountering a tank near the entrance. Instead of just driving by it, and probably not even taking more than one hit...BACKING UP...and thus getting destroyed and now we have 4 dead hotwires/techs.4. Enemy rush to your building...they jump out of APC and run inside...your teammates instead of going inside and killing the hotwires/techs/engs, jump in the vehicle and are driving around happily saying "HAHAHA I STOLE YOUR APC!! \*Power Plant Destroyed"...yeah nice tradeoff. SCREW THE VEHICLE SAVE THE BUILDING!Just letting off steam. So many times I jump in an APC, expecting to rush the enemy base and C4 some MCT's and instead end up on a joyride chasing some 3 point shotgun guy, or a machinegun dual with another APC, or fleeing at the first sign of resistance. RUSH MEAN RUSH! GO STRAIGHT TO THE ENEMY BASE...STOP AT NOTHING! And when they rush you. Either destroy their vehicle before they get in, or KILL THEM BEFORE THEY C4 THE MCT! You can joyride around in their vehicle AFTER they are dead and the building is SAVED.That is all

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