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Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 23 May 2002 14:23:00 GMT

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The point is to act as a team, not to go rambo, unless you DO take out something like a PP or defense. Who gives a flying fvck how high your score is compared to your teammates, as long as the team wins? Do the three letters MVP mean that much to you? Or do you care that much about the stupid pointless(how ironic!) ladder? All it is is pixels on a screen, score don't mean jack sh!t. You were still the one who made that last rush possible, so unless the team is made of n00bs, they give you some credit. And taking out the ref is a hobble, but not crippling in any way. IF the team is good, they will often get money and points from just killing people as infantry, until they have enough for a tank, then they proceed to clobber you. Most of the games I've been in that have been won, have often been without refinery. Teams that start bad(say, with loss of PP/Ref) tend to work harder and more closely, and are more likely to win in my experience. Just like how some people drive/fly better when they have only 10% health! THE sense of urgency is greater. It is also most satisfying to come out of a game with almost everyone on the team having a top score, especially with the early loss of a vital structure. It just makes people work as a team more. Now, others may have had different experiences, but once a structure is down, especially a defense or a power plant(or even vehicle production), the attackers seem to get very complacent, and that contributes to a good portion of the same surprise turnarounds. They figure "oh, they're crippled, they can't work as well", and neglect their own defense. Before you know it, BOOM!

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