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Subject: The APC and Buggy Of Death!

Posted by [Anonymous](#) on Thu, 23 May 2002 13:44:00 GMT

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Sorta off topic, but I prefer taking the refinery out first... If ou take the PP or base defenses, your idiot teammates can get into the base, and surpass your score. If you get the refinery, the enemy team can still repulse your crappy teammates, and you can then easily destroy the HON/Bar and then the strip/fact. Otherwise some newbie with a ftank just waiting outside the enemy base can usually rush in and get MVP for someone else's work. For example in city, if someone buys an apc, and goes for the PP, you should tag along as an adv. eng and take out the ref. If the PP goes... Oh well... Good job team... However, the enemies will see the apc go behind the ref and to the PP, and think that the ref is safe. You will almost never meet opposition, and your teammates will most likely get creamed inside the PP. If the PP does not go, you still got the ref, and the enemy is crippled, with no \$ to buy anything, much less rush or put up a decent defense...

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