
Subject: Repairing vehicles... Should be worth more points...

Posted by [Anonymous](#) on Mon, 25 Mar 2002 19:58:00 GMT

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Amen. I'm no MP guru - have only tried it a few times, but have spent '000s of hours in single player in the C&C games. "Teamwork" "Co-op" are terms that many ppl just don't understand beyond it meaning you are on the same side. Most recent game: 8 on 8 and I joined on the (slightly) losing GDI side. Some guys got into the NOD base and were doing some damage, which turned the tide our way. They knocked out the HofN and (I think) the obelisk, but must have got zapped and the attack faltered. Thereafter the NOD guys did a good job of pinning us into the base entrance (Field map) with mobile artillery, snipers and flame tanks in strategic positions. Now the gripes 1) 2 guys came up line abreast in mammoths and started banging the artillery, and I was Hotwire back and between these 2, repairing them as they got hit. Next thing I know, not 1, but BOTH mammoths panick and pull back, leaving me to get toasted by the flamer. LOL2) Another tactic I tried was to buy a hummer and use it to zip around the map and thru the tiberium field to get to my team and repair them as they tried to press an attack. Same darn thing happened, they pulled out and left me to get toasted, and some fool took my ride!3) How many times have you been repairing a vehicle in an attack, only to see the driver jump out and start repairing it himself?!?! DOH! OK so it repairs faster, but chances are the time you waste doing that prevents our side from destroying their vehicle.4) Many players don't realise we can repair foot soldiers too - and panic/run when you zap them with your repair gun. STAND STILL SO I CAN REPAIR YOU lol - we need a hot key. Likewise, I usually find I have to go all the way back and buy a refill to heal myself. I don't give a to\$\$ about ladder/points etc., and am in the game for the fun of it, but the lack of awareness/teamwork is amazing. Longer than I planned, hehe, but then some folks need to realise there's more to winning than the final ladder ranking, and it takes offensive and defensive/passive players to make an effective side. Party on!
