Subject: The donate function
Posted by Spoony_old on Sat, 01 Jan 2005 16:06:27 GMT

yeah, it's stupid when there's an APC in your base by the time half your team haven't even loaded yet.

Let's take the Pits as an example. Starting credits are about 300? So normally you could have a buggy / humvee in the enemy base pretty quick. While that could take out a building, it's fairly easy for a bunch of the enemy to kill it with soldiers. Can't do that with an APC