Posted by mahkra on Mon, 07 Jun 2004 16:13:39 GMT
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The 4 meds vs 4 arties idea really is thought-provoking, though. What if the vehicles all have engineers? What if they're all hotwires/technicians instead? Would it be better to focus on one vehicle or to kill all four at once so that there are never any engineers out on the ground repairing? What if people get out in the middle of the fight to repair?

This is why I assumed no repairing. The problem's too complicated to have a simple answer if people do repair.

(Also, what if one of the meds has a havok inside & he jumps out and snipes the engineers? etc etc etc......)