Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Mon, 25 Mar 2002 18:02:00 GMT
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Ever been bottled up in the GDI base in Under, or any other map for that reason? Your team keeps buying cheap units and suiciding, all the while not getting credits because the harvester keeps getting blown to bits. The only way to stop this vicious cycle is to have some people repair other people's vehicles. No one does this because of the miniscule amount of points that you get when you repair vehicles... Or that when you, finally taking charge and buying a hotwire and devoting yourself to healing the stupid suiciders, single-handedly turning the tide of the game in your favor end up in the bottom 2/3 of the game?   I hate that... Me repairing those losers and not even getting decent credit for the games that were won because of an attempt at teamwork by me only... I think that Westwood should up the points on repairing vehicles in an effort to improve teamplay...

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 ony 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 attck 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 attck, 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!

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Mon, 25 Mar 2002 22:23:00 GMT
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If you did that everyone be a engineer

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 05:03:00 GMT
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I am not saying that repairing vehicles should get as many points/$ as repairing structures, but there should be an upgrade.

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 09:33:00 GMT
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I hate when ppl try to run away from a fight, NEVER pull back, by the time you die you probably have killed enough stuff to replace whatever it was you had.

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 09:53:00 GMT
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quote:Originally posted by NiRvAnA711:If you did that everyone be a engineerAll points gained per class being relatively equal, there should be a more equal distribution.

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 09:58:00 GMT
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I think they should just drop individual point system and give the team a average of the points earned with the MVP getting a small point bonus (nothing dramatic).

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 10:22:00 GMT
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quote:Originally posted by eg:I think they should just drop individual point system and give the team a average of the points earned with the MVP getting a small point bonus (nothing dramatic).then you would have some some slack bums that do nothing and just idle in a game to get points..

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 11:23:00 GMT
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I'm sorry, but I've killed WAY too many enemy bases with their own tanks. If I'm repairing some guy and he jumps out, I'll hop in and put the darn thing to good use rather than let some enemy steal it.

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 11:44:00 GMT
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Hehe - my favorite is when i'm repairing someone's tank and they back in to a tiberium field so either i can't repair them or i'm toasted making it easier for someone to pick me off....

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 16:03:00 GMT
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Not trying to flame here or anything, but I'm gonna use some of your examples to point out how to be an engi in the field repairing tanks. I usually play hotwire/tech almost the entire game and end up in the top 3 most of the time in large games. I do this by ballancing defense and offense. I usually mine the base then go on engi runs to score big points, but sometimes thats not always possible so i get a tank and go out in the field, hopefully with some others. If my tank dies, i stick around repairing my teammates until i myself die, at which point i usually have more than enough credits to buy back my tank and hotwire. quote: 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 rideSo why did u just stand there and let the mammoths pass? Infantry is faster than mammies, so u could have backed up while repairing them. In fact you should never stay still when repairing vehicles in the field, but always try and stay behind them and jump-strafe while you are reapiring them to avoid snipers and other attacks. (it looks stupid, but it works). Also if you are in some sort of danger and taking damage you can jump inside the vehicle as a temporary refuge. You might also want to jump in if it is a faster tank like medium or light that is backing up, so u can hitch a ride with them back to base but this isnt always easy to judge. I really wish there was a hotkey that say "wait for me" because there are SOOO many times when people just get in their vehcils and drive off when i really need a ride to or from the battlefield. quote: 3) How many times have you been repairing a vehicle in an attck, 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. This is just pure stupididty on the part of the driver for three reasons.1) our team doesnt get any points for repaiing an empty vehicle.2) u could be doing damage in you tank while im repairing.3)an enemy could sneak up and grab your tank and run both of us over.If you are repairing your tank and see another engi come please get back

in the tank and give your team a few extra points.

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 16:11:00 GMT
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you get more points from disarming then repairing usually. I think repairing should get it's own point system.

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 16:33:00 GMT
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actually i don't know how the point system works exactly, but if indeed players get more points for harming than they do healing, then ww was obviously trying to make it a game that teams had to have some offense to win. it wouldn't be very fun if both sides just sat back and waited for the other team to make a move. on the other hand, i have read posts from players that said they were in a game where the whole team did just that and won. offense is always harder than defense(especially where the sides are even) so it should be rewarded more..

Subject: Repairing vehicles... Should be worth more points...
Posted by Anonymous on Tue, 26 Mar 2002 16:45:00 GMT
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just one more off topic note. if you haven't clicked on the stick figure death flash movie on general fox's link, do so. it's hillarious!!!