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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 08:21:00 GMT

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If you see an unoccupied friendly vehicle in the field you should a) get in it or b) destroy it if you are already in a vehicle. That is smart playing. BUT...when you are in your own base, and see an unoccupied vehicle, you SHOULD ASK IF THE VEHICLE IS ABANDONED before you take it. 9 times out of 10 the vehicle's owner is just getting a character upgrade or refill. Twice in recent days (on different servers) some n00b grabs my vehicle and drives off with it while I upgrade from an Eng to a Tech. Grrrr. Teamwork always wins the game. Always.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 08:45:00 GMT

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I love the jokers that grab an enemy vehicle parked in front of one of your building without poking their head in to make sure the situation is under control first. The other night kinda early in a game on city I see an APC headed toward the PP, I'm near the airstrip with a regular soldier. I type "PP" real quick and head for the trouble. When I roll in there, there's 3 engies and a shotgun trooper covering them, I kill one engy and almost the shotgun guy before I die. PP down. Before getting killed, however, I had the privilege of seeing one of my teammates grab the APC without a second thought - this while there were still 3 live enemy in our PP! That's just stupid, careless or selfish (or all 3). I called the guy out on it and he comes back with, "well, I thought you had it under control." I appreciate the confidence in my ability to kill four guys with one soldier, but the situation is under control when all the enemies in one of your buildings are dead. So, if you see an APC, or buggy, or whatever parked in front of one of your buildings, that MIGHT be a HINT that someone is inside that shouldn't be. Take a look before you go joyriding.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 11:46:00 GMT

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Hmmm- if i see an a teammate jump out to repair in base - or on the field (which i dont recommend) - i jump in - to provide cover fire - prevent enemy thief - and above all - to give the poor engie some points - because you dont get them for repairing any empty vehicle. Most of the players know this - and after the repair - i pop out and we both are happy --every now and then - a new player will either jump in and not repair - or -- spam "Get out of the vehicle" (i'm usually an above \$700 character - so why would i want there vehicle) - so - either the vehicle gets jacked by the enemy - or get's destroyed by incoming fire - while the engie is huddled behind it repairing. I usually make enough credits on foot to buy vehicles for anyone - so who knows - ?either you learn that this is teamwork driven game - and that you have to think "tactical" or go back to playing Q-Bert. On the point of players jumping in the enemy vehicles in base - i have seen this too often --- they just want the rights to the vehicle - no matter if the base is being destroyed around them. The other thing that could go hand in hand with this - if you find/capture a vehicle - keep it in the base so the enemy cant see/destroy it -- one less enemy vehicle they can make - (8 is the

limit) - plus if your team is really good - you can rush with 14 vehicles....(yes - i saw it happen once -- snipers were REALLY good that game..)IMHO [ July 15, 2002, 11:47: Message edited by: StoneRook ]

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:01:00 GMT

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Stonerook: "go back to Qbert", you crack me upThis afternoon, I am playing on INTECH server, and a cat name GARYBUTCH stole my tank in my own base while I was repairing it. I called him on it, but he offered no response. I honestly dont think he was a n00b, just a jerk.Funny how one rotten apple really can spoil the barrel, I switched channels.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:49:00 GMT

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Wondering what everybody thinks...I like to use an APC for base defense, primarily when GDI and on a map with no AGT. It's fast and is excellent for tracking down and squishing or gunning down sbh's. I often get slammed by by teammates because I won't give them a ride to the NOD base (of course, they jumped into my apc without an invitation in the first place...) - but I really don't see the logic in driving one engineer to the NOD base, especially when he doesn't even have a beacon.Anyhow, most of you guys posting here aren't n00bs, so I was wondering your opinions...

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:54:00 GMT

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Amen to that. Just the other day that happened. I bought a flame tank, and while chasing it off the runway, some n00b jumps in and takes off. I jump in with him and start hollering at him via team chat to get out of my tank. He ignores and drives right into the GDI base. I finally sent him a page and told him to get out. He stops, but doesn't get out. All the while, my tank getting pounded. Finally he hops out and a message "sorry, dude" appears on team chat. Now I have a tank at 25% health surrounded by about 4 grenadiers. Needless to say, I didn't get much bang for that 800 bucks....

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:04:00 GMT

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It's a valid tactic, and works very well for those pesky SBH'S. They are the real threat in defenseless base games. I also use them to stop apc rushes. I put my vehicle in front of thiers,

and let the agt or obby deal with the rest in defense games.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 14:58:00 GMT

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Using APCs for base defense is a seasoned players tactic, and n00bs might not understand. The type of player who gives you flack is probably not going to win you the game anyway. You sound like you know what you are doing.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 15:09:00 GMT

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That's when you tell the guy to go buy his own APC. It would be nice if WW added an ejector seat option in the new patch so you could just eject their @\$ \$ right out of your vehicle. LOL

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 15:27:00 GMT

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apc's rule on defense... there's no vehicle that can do anti-air defense quite as well. They have the armor to last long enough to take a significant bite out of attacks, plenty of firepower, range, and good accuracy. along the same lines, it can be useful (though not as useful) to use a transport chopper as a defense vehicle. It sounds kinda strange, but one nudge from it can send even a harvester spinning out of control. Properly aimed, a good bump can delay an APC or flame tank from reaching the base, buying more time for others to blow it away.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 15:27:00 GMT

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No. parachuting out of heli's got to be fun

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 15:41:00 GMT

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I regularly use APCs on defense to dive in front of a rush so the base defense can stop it, and on defense-free maps like Volcano I just get an APC early and drive through the enemy base killing

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anyone dumb enough to come outside. I've had multiple games in the past week with 30-40 kills, all from the APC. It makes it very hard for them to defend a building when an APC is driving around it killing everyone.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 15:42:00 GMT

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If it's in the base, I ask who owns it. If it's out on the battlefield, I torch it.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 16:39:00 GMT

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Thats all great but everyone already knows this cept n00bs. And n00bs generaly arnt on forums.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 15 Jul 2002 21:15:00 GMT

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Isn't asking "whose tank is this?" kind of like asking "whose \$100 bill is laying on the ground?". Anyone will claim it, especially if they can't afford one at the moment. I say if you leave your tank empty on a map with no base defence and SBH can get it, you deserve to be jacked. The only exception is if you are out of it and repairing it.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 00:02:00 GMT

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i love being a SBH in islands w/ spawn weps on because i grab aq sriper snipe the guy gittin into his vehicle and assalt their base. just dont stand in the construct. area or they buy a vehicle and BOINK. the other day a noobie saw my grab an enemy vehicle and he waits in the area and this guy in the buildin buys a mammy. too bad since he was sukura w/ a becon.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 00:05:00 GMT

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as for friendly vehicles in base, i wait one minute next to a vehicle and noone claims it i take it. or ill just spam "WHO OWNS THE MED TANK" over the chat and if noone says anything... oops i

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got in. oops im attacking their base oops i earned 1000 points for killin the refin. oops i died. oh well.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 01:02:00 GMT

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I fount APCs especialy useful when there is base defense.Lets say Nod makes a flame rush. Just bring your APC between tower and them and block their way with it. You'll loose the APC - but during that time all flamers pile up and the AGT can shoot hell out of them. Sometimes I just drive my APC in their way - then hop out to shoot manualy at the invaders. Works realy good in certain situations.Mfg,ChaosE

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 05:32:00 GMT

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Or you could buy a med tank, blow up three of the flamers with it (assuming AGT helps and they don't all go for your med and instead try to flame over your tank as most do) and block them, go on offense between flame rushes and drive back tank bombardments more effectively. Such a tough choice.Yes you can easily kill a light tank with an apc - if the light tank driver is a complete idiot and you can maintain distance and or a mobility advantage. Of course there are those idiots out there, but even most newbs in a ltank will own an apc regardless of the terrain and/or strategic locations of each.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 08:41:00 GMT

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Well, I see lost of APC's parked outside pp or whatever. I take it every time. Why? Because my allies scare them out side. They say 'get in the apc and runnnn' i wait tilll they close and run them down. POSSESED APC!

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 12:11:00 GMT

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Depends how they are used. Some peeps use em on maps with tower defense. In those maps generally they just get in the way of tanks and take up a valuable vehicle slot. Also it is nice that they have lots of armor but lots of armor of course means lots of points for the other team unless you can deal out as much or more damage in return which is extrememly unlikely in the case of apc vs tank...

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 12:57:00 GMT

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Oh, you can easily kill a light tank with an apc, the machinegun is quite effective against the tank's armour and you can avoid its shots. But I usually use a humm vee on defenseless maps such as Complex, cause if you defend with an APC and a beacon is placed u will probably have to leave it to disarm it, BEFORE u find the SBH (well, the team is usually to dumb to look for the beacon), so the SBH might steal the APC what would be very pesky. But if you use the Buggy you are as fast and dangerous for hostile SBHs as with an APC but when it gets stolen you can easily destroy it and buy a new one. And usually SBHs don't take empty humm vees caus they think it is not worth being detected...

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 14:26:00 GMT

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My way of handling things is if it's out in the feild, even if the engi is there, I shoot it, and tell him to go back to base. If it's a "rush map" (no defences) then I just cover him, and when he's done, page him telling him to go get another eng to repair him or go to base. I destroy them out in the feild ESPECIALLY if im on GDI. On Nod, it's still a stupid idea. If inside a defended base, apparently abandoned, I ask on team chat 3 times (about 5-10 secs between) and if there is no response or the response of "take it" I take it and do some damage. My 2 cents

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Tue, 16 Jul 2002 14:39:00 GMT

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I have a question about APCs. Is it me, or does the GDI APC seem superior to the Nod APC? I find it quicker and easier to control. Also better able to fit in tight spots. Anyone else notice this?

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 00:50:00 GMT

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Jeg -- your 100% right on the blocking ---that is what i do when on BD ---> block in a med/FTonce as a Nod FT - on Hourglass - i held off two APVS (with 3 riders in each) and one Mamie - they made the mistake of concentrating on one side - in single file ---came in from the right.as i slammed into the first APV - flame on!destroyed it (obi was helping also) and i ran over the units inside -\*boink\* \*boink\* \*boink\*(lucky for me they had there gizmo on -- love that free repair!)i then slammed into the second -- which bottled up the mamie -- a few seconds later - pop! - three more boinks.then i went on to the mamie - - POP - boink....the whole thing lasted about 30 seconds -- i was actually shaking at the kbd - wondering how that happened..... had 7 roadkills and 3 vehicles --the obi took some damage - but with the engines inside -- they never had a chance...(thanks to

Zukkov - for his lessons in BaseD!)

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 01:29:00 GMT

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APC works good for blocking indeed. Med tank/ Flametank is better offcourse but cost more credits. For running over SBH on defense a humvee will suffice, they wont shoot you cause they want to remain undetected. It's faster and more manouverable then an APC.Is it ok to use NOD when the whole sentence is in uppercase mister aircraftkiller?LIKE THIS SENTENCE WITH THE NAME NOD IN IT. [ July 17, 2002, 01:34: Message edited by: [K4T] Justifier (B&D) NL ]

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 01:55:00 GMT

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ikompute Recruit Member # 15670 Member Rated: posted July 15, 2002 13:54

----- Amen to that. Just the other day that happened. I bought a flame tank, and while chasing it off the runway, some n00b jumps in and takes off. I jump in with him and start hollering at him via team chat to get out of my tank. He ignores and drives right into the GDI base. I finally sent him a page and told him to get out. He stops, but doesn't get out. All the while, my tank getting pounded. Finally he hops out and a message "sorry, dude" appears on team chat. Now I have a tank at 25% health surrounded by about 4 grenadiers. Needless to say, I didn't get much bang for that 800 bucks.... if i'm reading this right, that was not your tank n00b!!you bought it and chased it off the runway? that sounds like you were trying to get in it as it was dropped off by the cargo plane. if the other player was able to get in it, then it was his tank, not yours! there is a 30sec delay when purchased where no one but the owner can get in. if he got in then you jumped in afterward, it was his tank, not yours and you owe him a new flame tank and an apology.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 03:49:00 GMT

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If I see a enemy vehicle in the the combat area, I almost always take it. OHHH Ilove this: Be sniper or sakura/havoc, and if you see an engi repairing, shoot him in da head and run for the vehicle.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 03:51:00 GMT

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I kow a good tactic, be a sniper and shoot an engi repairin a vehicle and then get in. IMAO

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 03:52:00 GMT

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I kow a good tactic, be a sniper and shoot an engi repairin a vehicle and then get in. IMAO

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 04:25:00 GMT

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are you kind of shizophrenic?

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 05:07:00 GMT

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All true. I got flamed by some jerk the other day. I was getting a refill and he got in my apc. After spamming 'Get out of...' for a minute or so he finally got out and flamed me for not being a teamplayer. Man what an asshole. He wanted to drive the APC-rush he said. That would be ok with me if he'd asked and I'd know he was a not too bad a driver. He could be a nOOB for all i knew. Turns out he was. I tried to explain but he didn't WANT to understand. Oh yeah, this is a brainkiller too:Someone steels your vehicle. You let him have it via teamchat or some voicecommands. He tels you 'I didn't steel it, it was empty!' or 'You can't prove it was yours' ArRgh

!!!People who steel vehicles I should not meet in the flesh. It would be 'Enemy spotted' and 'Destroy it now'. Or even cooler (and less time in the slammer), steel his vehicle!

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 12:38:00 GMT

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ikompute Recruit Member # 15670 Member Rated: posted July 15, 2002 13:49

----- Wondering what everybody thinks...I like to use an APC for base defense, primarily when GDI and on a map with no AGT. It's fast and is excellent for tracking down and squishing or gunning down sbh's. I often get slammed by by teammates because I won't give them a ride to the NOD base (of course, they jumpted into my apc without an invitation in the first place...) - but I really don't see the logic in driving one engineer to the NOD base, especially when he doesn't even have a beacon.Anyhow, most of you guys posting here aren't n00bs, so I was wondering your opinions... ----Remember, it's Nod, not NOD.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 14:15:00 GMT

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I lock the camera to the turret and i can circle around a mammy and fire the whole time ive gottin a mammy down to 1 and a half squares. the idiot driver ran into the base a the oby finished the job

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 17 Jul 2002 17:01:00 GMT

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ikcompute, first of all, I played with ya either yesterday or the day before that and you are pretty good so this is not a personal attack, but since you are asking for "opinions" here is mine. While everyone seems to applaud your post, I am not too sure that APC on defense is a good idea at all times, here are some flaws that no one brought up: 1. For a single driver apc, it is not always used for "defending" if it is, then I applaud you, anything defending is good IMHO. I seen it more used too attack then defend. 2. It confuse the heck out of your teammates APC = Armored Personnel Carrier (notice Personnel is plural)! = My own little point machine At such, any of your teammates see an apc, the first thought that will come to mind is "ok he is doing an apc rush, let me get eng and get in", especially early in the game. As far as invition goes, I disagree, I won't get in a tank uninvited, but APC (see def above) that is what it is made for. I get very frustrated when I and others get in an APC only find it parks itself midfield and start blasting away. 3. Vech slot, only 1 person brought this up, but I played a 40 player map at under and we had 2 apcs that is doing "defending", so the vech limit was on for most of the game, toward end, we lost few tanks but no 1, no 1 bought more tanks because they got frustrated early on and thought the limit is still there and never bothered to check again! We lost that map by few hundred points, ikcompute, i think you were there too. 4. Blocking, I block better with Meds anyday, I block even mid field (as most good player will do) there is just no free ride to base with me, what is so special about APC? Maybe WW should make a mobile-fast-shooting-turret so you all can get in that. oh yeah, or you can call it Armored Personal Carrier my 2 c [ July 17, 2002, 17:04: Message edited by: what\_a\_rush ]

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 00:17:00 GMT

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even better than that: wait until a game where you're not on his/her team, then dedicate yourself exclusively to stealing their vehicles.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 00:22:00 GMT

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GDI APC>Nod APC. It's smaller and fits in smaller spaces.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 09:07:00 GMT

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You gotta love the people who jump in your vehicle and tell you what you should be doing with it...

If you see an APC shooting at aircraft over the base, ramming into incoming tanks, etc, the driver is probably NOT rushing. Only enter with an invitation. Another good defensive tactic is to have a humvee/buggy driver ferry an advanced engineer around the base. Not only does the hotwire/tech get to the damaged structure faster, the driver can stay in the vehicle and provide cover.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 09:24:00 GMT

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what\_a\_rush...those are some good points. I don't really have a problem with people jumping into the APC, I just get a little bugged when they start screaming at me to rush the enemy base with it...thanks for your 2 cents...

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 09:38:00 GMT

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spotelmo Commander Member # 3515 posted July 17, 2002 01:55

----- ikompute Recruit Member # 15670

Member Rated:posted July 15, 2002 13:54

----- Amen to that. Just the other day that happened. I bought a flame tank, and while chasing it off the runway, some n00b jumps in and takes off. I jump in with him and start hollering at him via team chat to get out of my tank. He ignores and drives right into the GDI base. I finally sent him a page and told him to get out. He stops, but doesn't get out. All the while, my tank getting pounded. Finally he hops out and a message "sorry, dude" appears on team chat. Now I have a tank at 25% health surrounded by about 4 grenadiers. Needless to say, I didn't get much bang for that 800 bucks....if i'm reading this right, that was not your tank n00b!!you bought it and chased it off the runway? that sounds like you were trying to get in it as it was dropped off by the cargo plane. if the other player was able to get in it, then it was his tank, not yours! there is a 30sec delay when purchased where no one but the owner can get in. if he got in then you jumped in afterward, it was his tank, not yours and you owe him a new flame tank and an apology. \*\*\*\*\*well, I was under that impression as well (that someone else couldn't get into my newly purchased tank). It rolled to the opposite side of the runway, so I had a long way to run before I could get it to it. I know it was mine because my credits went down 800 and I got "purchase request granted" when I bought it. It was the next vehicle to drop off the cargo plane.I don't really know how he got in...but he did, and

he didn't buy it, and he should have at least asked. (also, I was an engy and I was hitting it with my repair gun all the way (claiming it as mine...))

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 11:31:00 GMT

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were there little entry arrows above it? Sometimes, if you buy a vehicle at the same moment as someone else, your credits will be subtracted but your vehicle won't be delivered.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Thu, 18 Jul 2002 13:57:00 GMT

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well, I'll take your word for it that one guy may have bought a tank and two people get credits deducted. It's never happened to me before, but I assume it has to you or you wouldn't have said so. I still maintain it was my tank. Matter of fact when the guy finally got out, he apologized, which would tell me he knew it wasn't his tank. Anyhow, no big deal really, considering how much I have played and it has only happened a couple of times, I can live with it. Maybe it was an honest mistake - it happens.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Fri, 19 Jul 2002 06:43:00 GMT

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lol @ roughranger! ejecting ppl outta your tank! that wud b quite good acually, coz i was playing about 10 mins ago and there was this man who wouldnt get out my hummer, and coz he had a 33k modem it was lagging like hell when i waas trying to drive, i pressed forward and it took 5 secs for it to move. they shud do that, u cud press F8 then type in eject\_name then they wuds fly out and parachute land so you wud have time to get away b4 they try to get back in! lol

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Fri, 19 Jul 2002 07:56:00 GMT

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You gotta be careful when claiming vehicles on the flight line as Nod - sometimes it will get destroyed by another delivery (stupid harvy) and the tank your thinking is yours - is another persons. We you buy something and hear an explosion after "unit ready" - you just bought yourself a pile of parts....m2c

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Fri, 19 Jul 2002 14:05:00 GMT

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Ejecting would rule bigtime, n00bs would be flying around. Would be, would be... flashcar1's post would be fine to read if he didn't type that odd

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Fri, 19 Jul 2002 23:32:00 GMT

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Yeah I have had credit reduced for buying a vehicle and getting no vehicle as well. I was on noD and bought a stank, the credits for a stank were deducted from me, but the next vehicle was a ltank which the owner promptly jumped into. There were no vehicles delivered between my purchase and the ltank being dropped off.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Sat, 20 Jul 2002 03:02:00 GMT

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patrolling the gdi base with apc's fine... but if you are by urself and there's a stelath nuke at the back of the barracks... what will u do? =)will you get out of ur apc and defuse it because u have no back up? [you couldn't find the stealth guy] in this case u are screwed =P

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Sat, 20 Jul 2002 03:48:00 GMT

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that's why I said the humvee is better on non-defence maps

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Sat, 20 Jul 2002 03:52:00 GMT

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stop writing "m2c" after each post

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Sat, 20 Jul 2002 11:17:00 GMT

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i use hummers or buggys, but apc's r cool at the job, i only use hummers coz:A) n00bs dont get in

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thinking that u r going somewhere as much.B) coz they r faster, cheaper and smaller, MUCH harder to hit.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Sat, 20 Jul 2002 14:44:00 GMT

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-\*thinks of ejecting with transport choppers...\*Dang, that would be funny...if you get a whole load of n00bs in the back, you can make 'em bail out over the tib field...

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Sun, 21 Jul 2002 02:46:00 GMT

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I was playing hourglass as a havoc and wasnt getting enough kills sniping from afar,so,since the hand and ob and air were down,I went in the hand and started sniping from there. Too bad I didnt have enough for a beacon.Then,paydirt.The owner of the last stealth tank got out and started repairing,and standing still while doing so! Hello free stealth,goodbye refinery!

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 22 Jul 2002 14:56:00 GMT

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patrolling the gdi base with apc's fine... but if you are by urself and there's a stelath nuke at the back of the barracks... what will u do? =)will you get out of ur apc and defuse it because u have no back up? [you couldn't find the stealth guy] in this case u are screwed =P\*\*\*\*\*if you have the apc in this case, you gotta find and kill the sbh. Otherwise he just takes your apc and is better set to defend his beacon. you holler out where the beacon is and hope engineers get there in time, while you hunt down the sbh.

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Mon, 22 Jul 2002 14:57:00 GMT

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sorry, better set to defend his nuke (before someone corrects me with infinite zeal... )

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Subject: Before taking a friendly vehicle that YOU DID NOT PURCHASE

Posted by [Anonymous](#) on Wed, 24 Jul 2002 00:15:00 GMT

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i love being stealth black hand and walking around and when someone pops out of their tank to repair, hop in and smush em.

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