
Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Sat, 11 Jan 2003 04:00:00 GMT
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I hate seeing the following things happen:1. A flame tank flaming an enemy building, and then stopping to flame some basic soldier that is shooting at them...and chasing them trying to run them over....meanwhile they could have destroyed the building, instead they wasted their time trying to flame a 3-point infantry.2. riding in an APC going to enemy base, and the driver stops on his way to chase/shoot/runover infantry. Now either the APC is damaged to the point of not being able to breach the base defense, or the freshly killed infantry spawn and buy a mobius/LCG and take us out while incoming.3. riding in an APC going to enemy base, and encountering a tank near the entrance. Instead of just driving by it, and probably not even taking more than one hit...BACKING UP...and thus getting destroyed and now we have 4 dead hotwires/techs.4. Enemy rush to your building...they jump out of APC and run inside...your teammates instead of going inside and killing the hotwires/techs/engs, jump in the vehicle and are driving around happily saying "HAHAHA I STOLE YOUR APC!! *Power Plant Destroyed"...yeah nice tradeoff. SCREW THE VEHICLE SAVE THE BUILDING!Just letting off steam. So many times I jump in an APC, expecting to rush the enemy base and C4 some MCT's and instead end up on a joyride chasing some 3 point shotgun guy, or a machinegun dual with another APC, or fleeing at the first sign of resistance. RUSH MEAN RUSH! GO STRAIGHT TO THE ENEMY BASE...STOP AT NOTHING! And when they rush you. Either destroy their vehicle before they get in, or KILL THEM BEFORE THEY C4 THE MCT! You can joyride around in their vehicle AFTER they are dead and the building is SAVED.That is all

Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Sat, 11 Jan 2003 04:50:00 GMT
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Congratulations blazer, you have listed about 0.1\% of things n00bs do But really we cannot control the actions of other people, thats why clans exist. When ever i am riding in an apc with a member of my clan i can be sure there going to rush correctly. This is one of the things we look out for when choosing people for our clan.

Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:20:00 GMT
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Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:30:00 GMT
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Every time when I jump into the APC that the TEch or Hotwire was in I will start shooting inside

the building and prevent them coming out and use the APC to block the coming Tech or Eng. I have socred many kills this way. I think when rush the driver suppose to not jump not of the APC to stop the enemy Eng and protect the others.

Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:21:00 GMT
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ya, get at all the time its a frickin pain in the ass

Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:27:00 GMT
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quote:Originally posted by General Havoc:Congratulations blazer, you have listed about 0.1\% of things n00bs do But really we cannot control the actions of other people, thats why clans exist.This is quite insightful. And Blazer I know you hate clan politics and the bs that ensues, but it would alleviate some of your frustrations about your own teammates. [January 12, 2003, 18:28: Message edited by: XKMonkey]

Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Mon, 13 Jan 2003 03:32:00 GMT
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LOL does yer head in sometimes dont it? I was in a server last night Nod APC charges our PP, 4 of us running to engage, but those 3 starts fighting over Nod APC whilst I had to deal with 2 Engineers sticking on their bits...Mind you I was on Gamespy.

Subject: FFS STAY FOCUSED!
Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:50:00 GMT
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The killing infantry instead of going to base. When the enemy doesn't have vehicles I tend to kill their money by killing people in APC's (I usually go alone when I do this though), the funniest incident was when both sides lost their vehicles makers and I had the last vehicle (APC of course, I just drove around the barracks 100 times and squished took away all hopes of nuking the barracks. That was the funnest game I ever had, when it came to disarming I had a patch jump into my vehicle and I disarmed the nuke =]. Took them the entire game to find out the only way they'd kill the barracks is to kill my APC, which never happened =].
