Subject: Destroying Temple of Nod
Posted by Anonymous on Mon, 11 Mar 2002 02:28:00 GMT
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quote:Originally posted by metal480:I also agree with a service bay. I don't have a problem with the opposite team stealing my vehicle but with my own team members. Normally I have enough credits to buy another one but that's not really the point. lol... last night I stopped my tank to repair another guys tank and when I turned around my tank was gone. I was standing right next to it (never even heard it drive away -- not that I could have done anything at that point). Or instead of the service bay they could program something in where you can't take another team members vehicle unless it's been "abandoned"... like sitting without anyone in it for 2 minutes. The only exception would be if more than one member was in it then the last one to stay in it (regardless of who it belonged to) becomes the owner.I know what you mean by teammates stealing a tank after you buy it. I remember one moron who stole my Mammoth that cost me 1500. When I asked why he did not buy his own tank, he use foul language on me. The moron lost the tank soon after.My orginal purpose for the Mammoth was for Base Defense, because I had no Mammoth our base was overrun by several Nod Flame Tanks.   (No one on the GDI side were teamplayers)I would not mind a Repair Bay, but if WW puts in a Repair Bay make it like a super tech and super fast.