
Subject: Never let a noob drive YOUR apc to the enemy base

Posted by [Blazer](#) on Sun, 17 Oct 2004 01:44:28 GMT

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I absolutely HATE riding in someone elses APC, and I'll tell you why. First I would like to point out that the whole point of a rush is to RUSH to the enemy base...drive right in, letting nothing stop you unless the riders are coordinated with you enough that you can stop and they will jump out and heal you and jump back in.

Anytime I get into someone elses APC, its never a rush I end up going on a sunday drive. The driver drives all around, seemingly roaming the map....wtf!

The driver also usually breaks at least one the rules of things "not to do" while rushing:

1. Don't engage the enemy (vehicles) on the way to the base. There's nothing more frustrating then to watch you and your other 4 hotwires/techs die because the driver felt like taking on a tank.
2. Don't try cool map exploits. The picture posted in this thread is an example. Most servers have rules against "wall jumping" with vehicles. Don't waste a rush by trying a cool shortcut. If that same APC had rushed through the tunnel, GDI probably would have had a handful of Nod techs to deal with inside their WF.
3. Never, NEVER fire at or otherwise engage infantry on the way to the enemy base. So many times the driver totally stops the rush just to chase down one measly soldier. So we spend 5 minutes chasing him around the barrels on C&C_City, meanwhile other infantry are shooting at us from the tunnels etc...even if we survive to finally rush into the base, guess what? Every enemy you kill on the way to the base warns his team that you are coming. Not only that, its likely that the moment he respawns he will not only warn his team, but will buy the best defense character he can afford to personally stop you. So now your Rush is met by a team that knows you are coming, and the guy that you deliberately wasted time killing on the way in, now has a Mobius or LCG and melts your tank before you can even get past the base defenses.
4. Don't retreat at the slightest damage. So many times I have been in an APC, and the driver got shot by a havoc, or even just a peppering of basic infantry fire, and they totally retreat back to our base! I have driven through tanks and advanced infantry, getting owned all the way and still made it into an enemy base....let nothing stop you!

I could write more but I think I have ranted enough
