Subject: Taxi driver
Posted by Anonymous on Sat, 26 Oct 2002 16:34:00 GMT
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Well, I have experienced a little problem quite often lately. I, Engy/Tech/Hotwire, lost my tank and hear a nuke/ion/other warning and have to run back to base while some teammates in tanks rushed towards the enemy base. And I wished - oh how I wished - someone would pick me up and drive me home, especially when buggies or HumVees passed while the enemy defense was still intact. Wouldn't it be a good idea to have a taxi driver on servers with enough people? I'm just wondering if this would pay off... Bringing the heavy infantry to battle faster and getting some engies back?Thy for any comment

Subject: Taxi driver
Posted by Anonymous on Sat, 26 Oct 2002 23:35:00 GMT
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I think so but when i metioned it I was flamed

Subject: Taxi driver
Posted by Anonymous on Sat, 26 Oct 2002 23:49:00 GMT
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I love driving people around.One of my favorite past times is to get into an APC and drive around.I attack all infantry, vehicles, and drive people where ever they want to go.But most of the time I act as a big distraction by harassing infantry and drawing vehicle fire.You ever want someone to drive you around for base rushes or whatever, than look me up.I usually play on Keegs server at various times in the day.

Subject: Taxi driver
Posted by Anonymous on Sun, 27 Oct 2002 13:27:00 GMT
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I liked driving...before my modem really stared eating itself and I had to quit. But it's never a bad idea to have one person who stays with the vehicle no matter what...they can keep baddies away from the building you're attacking, they keep the vehicle from being stolen...and you can repair them when you've laid your C-4 and ride right back out.

Subject: Taxi driver
Posted by Anonymous on Mon, 28 Oct 2002 08:03:00 GMT
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Having a taxi would be nice - but it wont work most of the time --1. n00bs - they will jump in and

try to take it -2. n00bs will start spamming the comms - "get out of vehicle"3. if your using an vehicle for base defense and you ask someone to hop in to cover it -- the n00b will be gone while you try to repair something.but - this is very effective if your server is not consumed by n00bs.

Subject: Taxi driver
Posted by Anonymous on Wed, 30 Oct 2002 11:33:00 GMT
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I've played the "taxi driver" role many times.Nothing like taking a bunch of eng/tech to building(s), blow them up, then take what is left of them back and do it again. (if you can make it)Once ended a game in less than five minutes doing that.can we say "teamwork"?

Subject: Taxi driver
Posted by Anonymous on Thu, 31 Oct 2002 14:27:00 GMT
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Taxi Driver is a great ****ing movie manI'm going as Terrence for Halloween... uh

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Subject: Taxi driver
Posted by Anonymous on Thu, 31 Oct 2002 14:38:00 GMT
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Being a Taxi driver would be about as much fun as driving the Harvey. I hate it when I get stuck driving the Harvey. Everyone should take turns driving it. If you haven't yet, you should start pulling your weight and drive the Harvey **** it. I'm sick of it!!!!

Subject: Taxi driver
Posted by Anonymous on Thu, 31 Oct 2002 16:19:00 GMT
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quote:Originally posted by XOSkel:I, Engy/Tech/Hotwire, lost my tank and hear a nuke/ion/other warning and have to run back to base. ...Bringing the heavy infantry to battle faster and getting some engies back?OK, the nuke/ion I can see, but why else would you want to return to base? As an engie, you need to be on the front lines, repairing tanks and blowing up buildings.A taxi eats up a much-needed vehicle slot, and quite frankly I am alarmed that you would return to base after your tank got blown up. My advise is to stay and repair the other tanks, or rush the base.Especially AN ENGINEER! I am not going to taxi a free character around- get yourself killed! you're free darnit. Don't try to save a free character, sacrifice it. It's FREE!

Subject: Taxi driver

Posted by on Fri, 01 Nov 2002 13:38:00 GMT
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@GizbotvasI AM providing any support I can, but if somone sneaked past the fighting and started attacking our buildings, someone has to go back and repair before it is too late. (You know n00bstories.com? Many stories have "no one repaired" in them...)I get myself killed even with high-class engy to get back faster (well, sometimes not quite voluntarily), but I'd appreciate someone taking me back sometimes to save some money. Or taking me to the front so I can get to work faster... Would save some tank's life, perhaps.And talking about vehicle space, as I'm not in a clan, I hardly ever see any teamwork. I see many people taking humvees or buggies for kamikaze attacks with no positiv result. I see stealth tanks attacking AGTs on their own and getting blown up. Hey, someone could bring some raveshaws and sakuras in position with this vehicle space... These are the games I wished I had a transport.

Subject: Taxi driver
Posted by Anonymous on Sun, 19 Jan 2003 11:29:00 GMT
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How the **** is this thread up here....I saw it and was like wow this is an oldie. The messed up factor is the last post was November 6 (Look ^^^^^)......Man this is wierd   [January 19, 2003, 11:29: Message edited by: Creed3022]

Subject: Taxi driver
Posted by Anonymous on Thu, 23 Jan 2003 17:08:00 GMT
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I've been a taxi driver more than once... Just grab an engineer and a humvee (i sometimes taxi with a trans chopper) and fly up to everybody. I say, "where you want to go?" and take them there.The problem with this is that often people will want to go to opposite sides of the map, then when you dont take them there (taxiing the other person) they start swearing at you, then take control of your gun and keep drawing fire to what was supposed to be a taxi...I think there should be a really fast car with 3 passenger capacity, and the disadvantage would be that there is no gun.I also think that there should be a relatively slow car (APC speed) but with a mounted gun and passengers have the ability to fire their own guns out the sides. Or a multi-weapon car with two mounted mgs and 2 person capacity---kick some ass. Expensive though.

Subject: Taxi driver
Posted by Anonymous on Sat, 22 Feb 2003 21:22:00 GMT
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A good APC or Hummer/buggy driver should every now and again pick up people and give em lifts. For instance, a guy's half beaten up and returning to base for some ammo/health/new ride/etc. Drive up next to him, say the "Get in the Vehicle" thingy and zoom him home. Not saying you should do NOTHING but taxi drive (see that APC thread for APC tactics), but it helps

save you time when you give a friend a lift. I know I always try to give the team Havoc a lift out of base when I'm in a hummer