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Subject: Getting cash and keeping it to.

Posted by [Anonymous](#) on Sat, 26 Oct 2002 05:39:00 GMT

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Seems that this tactic would really come into play if and when the refinery is taken out like you said. One can only imagine the surprise of the enemy if a horde of destructive vehicles made their way out after the refinery was blown. But the point about new and inexperienced players taking said vehicles and handing over a slew of points to the enemy has great merit. Some very basic leadership and rallying skills could make a huge difference here...newbs or not. And I'm of the same mindset as Osubass in the fact that I'm content to play "Homeland Defense" while everyone else goes off to fight the war on "foreign soil". Whatever I feel will contribute the most to the common good for the team is the bill I try to fit. But all this derives from the fact that I couldn't care less about points (ladder or otherwise). Granted, I don't get many at all to begin with simply because I'm quite green to the multiplayer field, but even if I were quite skilled the points wouldn't matter to me. I truly do find quite the grin on my face when I am able to contribute in the most mundane way (repairing a building) or tag along with a vehicle only to jump out when the action gets hot to repair the vehicle so that it may have a chance at survival. I know that the player on the receiving end of that repair or the costly unit that was able to live simply because I was able to snipe a baddy or two in his way is quite pleased for the help and that rocks in my book. Heck, sometimes I'll even spot someone on my team who just purchased Havoc/Sakura and follow them wherever they go simply as a healer while they snipe from their position. Granted, this is only practice or desired in games where there are sufficient members to compensate for the double-up. While I'm here, I simply must share my greatest moment thus far in MP: my first successful nuclear strike. Somehow I had managed to slide into the enemy camp (which I've not done well at all in my short past). I say slide...more like making a mad dash for the nearest building while everyone else duked it out...late game. A GDI engineer had just ran out of the refinery in front of me but didn't see me...he must have been intent on repairing another building that was gettin' pounded. I slipped into the refinery under his nose and found it empty. I quickly ran to the MCT and planted the nuke...and sat on it. No way anyone was gonna steal this egg...the first one I had ever actually had a chance of watching hatch. I was gonna ride out the forthcoming nuclear blast for all it was worth. So I sat...and listened to the timer...the warnings...and was shaking with excitement! 20 seconds (maybe) went by...not a soul had found me. 30 seconds. Then the door in front of me (that I was covering with my chain laser gun) opened and in popped two GDI engines to try and steal my golden egg. I knew the coming glory was fast approaching and I only had to hold onto it for a few more precious seconds. Both engines ignored me and tried disarming the nuke. I was able to ice one and just before the other was able to finish the egg-theft...the eagle landed...the egg hatched and the tiberium refinery went up in a 'shroom cloud of splendor for God Himself to see! Needless to say, I didn't make it out alive...but my oh my was that first successful nuke of mine magnificent to see! I welcomed the fatal blast with arms lifted high and reveled in the beauty of total destruction. Points be \*\*\*\*ed!! That felt good!!

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