Subject: This is how pts are weighted during games
Posted by Anonymous on Thu, 16 May 2002 09:47:00 GMT
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Thanks for the post, gives a better angle on what you should take out first. I hate it when N00bs sit there attacking a non-character, when there are characters that should be taken out first... firing at any vehicle will give your team pts... Taking out artillary before light tank can work for you in 2 ways = since they are potentially more dangerous from long range and they have light armour, so a regular unit can take one out... I've seen too many times: a group of tanks trying to leave their base and being taken out by the enemy, B/C they aren't taking out the enemy in the right order... People need to learn to use the non characters to their advantage = sacrifice yourself for the team...