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Subject: Noobs on Field

Posted by [splnwezel](#) on Thu, 14 Apr 2005 02:37:33 GMT

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OK, I was playing on a public server last night, i think it was st0rmgaming AOW. It was just a study break with my roommate, who is kind of a noob at the game, but nonetheless is trying to improve. Anyways, the map was Field, we were Nod. We took control of Field, and were bombarding their WF. Some idiot then started freaking out because my roommate was in a stank and not really accomplishing anything. Anyways, I pressed on with my light tank and we ended up destroying the WF, all the while this "jez" guy is trying to get us to stop. Afterwards, he proclaims that me and jrbigwill are noobs, and then PMs me that we are going to lose and it was my fault for destroying the WF. Anyways, one flame rush later, and base destruction ensued. The "jez" character left as soon as the game was over.

Anyways, my question is: is there ever a legitimate reason to let your WF get destroyed? IMO, as soon as that is gone, it's pretty much game over. Yet I still get noobs telling me not to destroy the WF on Nod, or else when I am on GDI, I hear "Just let the WF die". I have never seen this work.

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