
Subject: Re: Which Building Would YOU Kill First?
Posted by [mision08](#) on Thu, 28 Sep 2006 18:52:42 GMT
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[NEFobby[GEN] wrote on Mon, 18 September 2006 20:05]A mistake some people make is destroying the Weapons Factory first. It's useful at first, however there are tonnes of downsides to it.

Firstly, the team will eventually come together with some anti-tank weapons: PICS, Ravens, Gunners, mobius', you get the idea. A whole team with weapons like those would be able to tear apart tank rushes and air units.

The other team will get desperate. They'll start buying snipers to take out the infantry. However, it's likely that the team without a WF would have a couple snipers on their team as well, which would counter that.

The third point is that killing the most expensive type of infantry will only earn you 100 points. However, a pack of infantry shooting vehicles would gain more than that. For example, minigunners. If soldiers shoot a stank with their rifle, they're able to get TONNES of points, while the tank would only get 2 or 3 points for killing the soldier.

So I conclude, if a team decides to kill the WF first, there is a good chance the other will win by points.

That is especially true at city.

I like the path of least resistance.

I am fond of killing the refinery on an initial rush.

I like to hit the base defenses instead of the power plant, on maps that are applicable. Not including city if i am on Nod. I'll go for the power plant with a buggy.
