
Subject: Re: Which Building Would YOU Kill First?
Posted by [fl00d3d](#) on Thu, 26 Oct 2006 02:20:42 GMT
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[NEFobby[GEN] wrote on Mon, 18 September 2006 21:05]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, Ravs, 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.

My initil thoughts were "Depends on the map". But putting that obvious response aside, this ^^ is the next best/accurate explanation. Whenever I coordinate rushes in pub servers I always convince the team to go after the base defenses first (less expected than power plant) then immediately for the barracks/HON. My reason is because once the base defenses are down (or a situation arises similar to what Fobby described above) people will just camp with infantry and rape you for points. And the only recovery is taking out their harv so they have no more money flow and whoring their base/snipers.

But any experienced player will tell you that each map has its strategy. And any experienced clanner (organized games) will tell you that every map's strategy can be changed based on your oponent. There is a hierarch for each map and the order can be changed depending on the first 5 minutes of the game. But donations aside (so that there aren't quick rushes) I would say taking out the barracks/hand is a definitely plus ... slows down repairs which means more players are needed to counter-balance one vehicle which = more likelihood of taking out another building.
