
Subject: Re: Time To Admit Something...
Posted by [jnz](#) on Thu, 08 Feb 2007 18:05:28 GMT
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generally what i do is:

if the map has defences, get a player that can hurt building but is also the cheapest. start hitting the building, make that other person repair it while your hitting it. then then you get loads of money. run into the defence to return to base.

get an arty or mrls and start hitting his buildings. when he starts repaing one, move to the next. keep him moving from building to building.

if it is a non-base def map, get a engi(free) and plant C4 on a mct. detonate it(killing yourself in the process).

you then have time (and more money) then he does, becuase he has to repair that building. you can get an apc, lay a nuke or something on one of his buildings. defend it with the apc. then bye bye building. make sure you do it on the solder factory.

with no solder factory he will be crippled. and you will find that a rush with a flamer or apache or something will finish him off.

im sure someone out there will !n00b me for that, but it works for me
