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Subject: Re: "Don't repair those tanks!"

Posted by [Ripintou](#) on Sun, 02 Mar 2008 20:00:00 GMT

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Starbuzz wrote on Sat, 01 March 2008 13:18Ripintou wrote on Sat, 01 March 2008 11:12However, Keeping a vehicle or building alive at the cost of giving the enemy points can work in your teams disadvantage. You must know the map and sacrafice certain buildings in certain maps or vehicles in certain postions for the benefit of the game.

Woah...I never heard that before! Tell me, which building is worth sacrificing? It does not matter what building you lose in Renegade, you will be severely crippled in one form or the other.

Unless ofcourse you are in the very end of winning and 100% certain of a win.

Really, I find that amazing!!!

Ok, I'll give you one.

Field Mix - Nod are in control of Field and they are pounding GDI WF. Keep WF alive long enough to accumulate some credits. Buy vehicles (each to own) & have several mobious and syds at ready. Let WF die when everyone is ready, wait for Nod rushes.

ahh what the heck ..here's another -

Islands Mix - Nod are pounding Ref & WF. Pretty much same as above. When Ref & WF fall keep vehicles behind Barr & between Barr & WF. Wait for Nod rushes.

Ok one more-

Hourglass Mix - When everyone has enough credits and all agree, let the darn Nod refinery die!!! GDI really have no where else to go but the sides. Easy pickings for artys and ravs.

Shall I go on?

Yes, there is a chance you can still loose, depends how long it takes to get everyone on the same page. Remember I just gave you these as examples of sacrificing to possibly win. Doing nothing but charge a direct fire building/s is severely crippling.

Hey ya'll .. share those darn credits ... lol

Game On

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