
Subject: Winning.

Posted by [lmortal](#) on Sat, 15 Mar 2003 10:43:06 GMT

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order of building raping is really not wf first...first building should be pp (especially on non def maps) 2x prices means 1600 for a med tank. next should be bar...no technicians (they havent bought any because they wont have 700 dollars from 2x cash). this makes there repair life and teching units extremely difficult. next should be wf/strip (self explanatory) and then with only basic infantry you should be able to take the ref. the reason you dont take the wf first is because everyone will get pics/mobius/ravs/havocs etc and will camp with said units. you wil then rush and rush and rush and not take anything (anyone who has ever been Nod on field and thinks they won because they took GDI's WF and still wound up losing knows what i mean) this is because if you kill a building like the wf the enemy gets 700 points, now you have all infantry. say your GDI, and nod stnk rushes with 5 stnks. at 120 points each you get 600 points off there rush, minus damage they do (which shouldnt be much at least not when ever i have been on a team that tries) plus repair points. they do that 2 times and boom theres your destroyed wf points. 2 more times puts you in the lead by 1000 points. now the enemy gets cautious. they will send in an apc to clear out your inf first, then rush but that wont work because there is way to much. when you start seeing buggy rushes you know you win...even though they got your wf. its suprising to me how few active clans there are, when you all just want to have fun in a n00b free zone. what you fail to grasp is, if your clan is all "non n00bs" wouldnt you, in fact, be having fun? i never understood why more clans dont actively compete (and by active i dont mean like clan *fog* with a career 42 games played) i mean clans like OPS - 1000ish games played, DoA - 1500ish games played, LT - 1000 games played, PAW - 500 games played and so on. Even Prpl ventured out and started a clan, then there is this clan called Alky, they are suprisingly good. I belive that is snipegod1's clan. Sure they need to learn some smaller game tactics that require less punching "building needs repair" and then turning a blind eye to keep doing whatever it is your doing, but they arnt bad. wow im really drunk...i managed to mangle a point i had, but i forgot what it is so w.e., ignore me.
