Subject: Failed masses?
Posted by futura83 on Sun, 13 May 2007 20:16:39 GMT
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Ive noticed on marathon servers that the majority of the time, when masses go for the AGT or OBI, they always fail.

So, obviously, tell your team to go for a different structure (usually, a team will face great difficulties against you with a base defence if they have no vehicles, so go for WF/AS)

Subject: Re: Failed masses?
Posted by sadukar09 on Sun, 13 May 2007 20:46:10 GMT
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they fail if u got 5 ppl wrecking ur mass

Subject: Re: Failed masses?
Posted by Renerage on Mon, 14 May 2007 00:32:46 GMT
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If one person spots it, and annoys the drivers with C4's/Mobi's/PIC/Gunner-

The rush, will usually fail.
If they keep their mind on the target, they will lose a tank, but more then likely be able to destroy the target.
But if they worry about the little shits attacking them, they will almost ALWAYS fail on the mass.

Subject: Re: Failed masses?
Posted by Canadacdn on Mon, 14 May 2007 00:36:31 GMT
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Rushes into the OB/AGT will usually fail, because it is such a small area that tanks and infantry can fire on your rush all at once, and you have no protection.

Subject: Re: Failed masses?
Posted by sadukar09 on Mon, 14 May 2007 00:49:59 GMT
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Canadacdn wrote on Sun, 13 May 2007 19:36Rushes into the OB/AGT will usually fail, because it is such a small area that tanks and infantry can fire on your rush all at once, and you have no protection. that also means the techies inside the agt.ob will get hit by splash, ob escpically since

---

u have a tiny space 2 repair

Subject: Re: Failed masses?
Posted by jnz on Mon, 14 May 2007 01:13:02 GMT
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They definetly don't fail when there are enough.
I was in the public vs EKT server. They managed to save the PP, and i was nub APC whoring .

File Attachments
1) ScreenShot12.png, downloaded 946 times

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you could've won if you'd all got tib syds 27 vs 13

Subject: Re: Failed masses?
Posted by jnz on Mon, 14 May 2007 03:34:11 GMT
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No, we couldn't. Half of our team were complete n00bs. pretty much made it even. Plus the players in that clan are pretty good.

Subject: Re: Failed masses?
Posted by Goztow on Mon, 14 May 2007 08:20:57 GMT
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Seems like the vehicle limit was out of control anyway .

Subject: Re: Failed masses?
Posted by sadukar09 on Mon, 14 May 2007 20:05:28 GMT
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gamemodding wrote on Sun, 13 May 2007 21:13They definetly don't fail when there are enough. I was in the public vs EKT server. They managed to save the PP, and i was nub APC whoring .

unfair   i harvy walked in ur base 3 times
and last time i almost nuked ur mass

Subject: Re: Failed masses?
Posted by jnz on Tue, 15 May 2007 11:22:32 GMT
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I joined just as the mass started so idk. If i joined before, i would of had *A LOT* more deaths. It was a good game, though.

Subject: Re: Failed masses?
Posted by FrAM on Wed, 16 May 2007 21:58:09 GMT
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if u look at that mass above nod had 13 to gdi's 28... or 27 so of course mass would succeed.

anyway masses only fail when people dont just attack base defence. Like that guy above said.

Subject: Re: Failed masses?
Posted by songokuk on Thu, 17 May 2007 12:48:21 GMT
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well there wasnt much my guys to do against 20+ med tanks lol

and we didnt have our air strip.

We are having another game on friday. It was good fun.

Cough we had more points at that time as well

Subject: Re: Failed masses?
Posted by jnz on Thu, 17 May 2007 14:50:13 GMT
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You guys are good players. Count me in!

Subject: Re: Failed masses?
Posted by sadukar09 on Thu, 17 May 2007 15:56:46 GMT
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goku remebers me walking into ur base 3 times

Subject: Re: Failed masses?
Posted by FrAM on Thu, 17 May 2007 15:58:09 GMT
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frankly... 27 vs 13 ekt arent that good, especially when a lot of good players join the other team just to see ekt crushed...

Subject: Re: Failed masses?
Posted by Renerage on Thu, 17 May 2007 16:18:12 GMT
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FrAM wrote on Thu, 17 May 2007 11:58frankly... 27 vs 13 ekt arent that good, especially when a lot of good players join the other team just to see ekt crushed...

EKT are good players....some of them anyways.
27 Vs. 13 And you say that EKT got crushed?
I couldnt imagine why >_>

Subject: Re: Failed masses?
Posted by FrAM on Thu, 17 May 2007 19:52:24 GMT
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i wasn planning on getting bladdered friday night i would join to crush ekt... so i guess many other good players will to.

Subject: Re: Failed masses?
Posted by sadukar09 on Fri, 18 May 2007 00:06:51 GMT
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what u think ur more pro than all of EKT?

Subject: Re: Failed masses?
Posted by FrAM on Sat, 19 May 2007 00:26:13 GMT
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no but i reckon 27 players of my skill level could crush 13 ekt... however i was unable to attend

Subject: Re: Failed masses?
Posted by Renerage on Tue, 22 May 2007 02:54:00 GMT
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FrAM wrote on Fri, 18 May 2007 20:26no but i reckon 27 players of my skill level could crush 13 ekt... however i was unable to attend

27 decent players, who have been playing the game for more then a week,
Will usually win against 13.

Why?
Unless they are all idiots, they will APC rush, but have the man power back at the base to mine/keep watch.
Then you have the point whore, oh god how we love those.
And, theres only 13x the credits coming in, to your 27.

Math for you?
13x2= 26 credits a second.
which = 1560 credits a minute. (I forget the exact credit increase rate, i thought a second was a good guess)

27x2= 54 Credits per second
which = 3240

You see the difference?

Subject: Re: Failed masses?
Posted by Tunaman on Tue, 22 May 2007 05:20:00 GMT
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Credits don't win games.

Subject: Re: Failed masses?
Posted by sadukar09 on Tue, 22 May 2007 19:24:12 GMT
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no credits=no advanced stuff for u
and cheekay our server has a server mod that makes go 3 credits a sec

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Subject: Re: Failed masses?
Posted by Tunaman on Wed, 23 May 2007 06:43:39 GMT
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EKT-Sadukar wrote on Tue, 22 May 2007 15:24no credits=no advanced stuff for u
and cheekay our server has a server mod that makes go 3 credits a sec
Still doesn't win games..
And its not like everyone can use the cash everyone collects.. You still only have your own
individual cash.
An organized team of 13 players should be able to beat an unorganized team of 27 players if they
really know what they're doing.

Subject: Re: Failed masses?
Posted by sadukar09 on Wed, 23 May 2007 15:40:44 GMT
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Ralphzehunter wrote on Wed, 23 May 2007 01:43EKT-Sadukar wrote on Tue, 22 May 2007
15:24no credits=no advanced stuff for u
and cheekay our server has a server mod that makes go 3 credits a sec
Still doesn't win games..
And its not like everyone can use the cash everyone collects.. You still only have your own
individual cash.
An organized team of 13 players should be able to beat an unorganized team of 27 players if they
really know what they're doing.

not if they got 7 mrls,med mammoth whoring off ur strip...with hottie support...

Subject: Re: Failed masses?
Posted by FrAM on Wed, 23 May 2007 16:39:49 GMT

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which =organized team...

nod is rough on under... especially ekt's server, tank limit is high so 13 people not enough to really mass and cant really use infrantry tactic cos of agt... apart from maybe sbh harvy walking

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Subject: Re: Failed masses?
Posted by Tunaman on Wed, 23 May 2007 16:44:05 GMT

EKT-Sadukar wrote on Wed, 23 May 2007 11:40Ralphzehunter wrote on Wed, 23 May 2007 01:43EKT-Sadukar wrote on Tue, 22 May 2007 15:24no credits=no advanced stuff for u and cheekay our server has a server mod that makes go 3 credits a sec
Still doesn't win games..
And its not like everyone can use the cash everyone collects.. You still only have your own individual cash.
An organized team of 13 players should be able to beat an unorganized team of 27 players if they really know what they're doing.

not if they got 7 mrls,med mammoth whoring off ur strip...with hottie support...
If you let an unorganized team of public server players do that to you then I believe its your fault if they win.

Subject: Re: Failed masses?
Posted by sadukar09 on Wed, 23 May 2007 19:34:46 GMT

veh limit is 7? thats regular limit

Subject: Re: Failed masses?
Posted by FrAM on Thu, 24 May 2007 00:43:45 GMT

but you said 7 mrls, med, mammouth...
were you exaggerating to make your plight not so bad?

Subject: Re: Failed masses?
Posted by sadukar09 on Thu, 24 May 2007 16:00:32 GMT

FrAM wrote on Wed, 23 May 2007 19:43but you said 7 mrls, med, mammouth...

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were you exaggerating to make your plight not so bad?

did i say 7 mammoth,7 mrls, 7 meds? i said 7mammy,mrls,meds which means 7 vehs in total

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Subject: Re: Failed masses?
Posted by FrAM on Thu, 24 May 2007 21:49:16 GMT
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EKT-Sadukar wrote on Wed, 23 May 2007 18:40Ralphzehunter wrote on Wed, 23 May 2007
01:43EKT-Sadukar wrote on Tue, 22 May 2007 15:24no credits=no advanced stuff for u
and cheekay our server has a server mod that makes go 3 credits a sec
Still doesn't win games..
And its not like everyone can use the cash everyone collects.. You still only have your own
individual cash.
An organized team of 13 players should be able to beat an unorganized team of 27 players if they
really know what they're doing.

not if they got 7 mrls,med mammoth whoring off ur strip...with hottie support...

my mistake

Subject: Re: Failed masses?
Posted by sadukar09 on Thu, 24 May 2007 23:57:34 GMT
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no prob well masses fail when ppl just wander off with their new tank

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Subject: Re: Failed masses?
Posted by futura83 on Sun, 10 Jun 2007 09:57:28 GMT
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the vehicle limit is 8 but the harvester is counted, making it essentially 7...

although, if you buy a vehicle straight after the harvy has been killed you can get an 8th, and the
harvester will still be delivered...

Subject: Re: Failed masses?
Posted by sadukar09 on Sun, 10 Jun 2007 11:44:20 GMT
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wtf harvy count?   never knew *DAM U CRAZY DRUNK HARVY DRIVER*

Subject: Re: Failed masses?
Posted by PlayMp1 on Thu, 28 Jun 2007 11:26:10 GMT
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Ahem... Did I see a guy named "Isonide" on that pic?! That guy is one of the top APB players. He annoys us a lot on APB...

</complete nub post>

Subject: Re: Failed masses?
Posted by sadukar09 on Thu, 28 Jun 2007 14:14:01 GMT
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^ sure why not   so i no top apb player too?