
Subject: starting w/ 350 credits

Posted by [Quackpunk](#) on Tue, 12 Jun 2007 04:30:47 GMT

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on a server like noobstories where every player starts with 350, everyone gets the idea to save for arty or apc or mine with techy.

When i play i immediately buy a buggie and go for enemy Harvey or inf..

this is better because by the time you teammates and opposing team by mlrs and arty, you already have the creds for a stank or heli plus a lot of easy kills from soldiers.

Sure let the techies mine the base, but dont go out with just inf, thinking you savin creds. Get Humvee and get twice the creds as you would get w/ infantry soldier.

Subject: Re: starting w/ 350 credits

Posted by [Renegade](#) on Tue, 12 Jun 2007 05:08:15 GMT

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Quackpunk wrote on Tue, 12 June 2007 00:30 on a server like noobstories where every player starts with 350, everyone gets the idea to save for arty or apc or mine with techy.

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or you could not.

Subject: Re: starting w/ 350 credits

Posted by [Spoony](#) on Tue, 12 Jun 2007 05:43:00 GMT

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Getting a humvee/buggy to kill the enemy harvester in a server where you start with 350 is actually a worthy and selfless tactic.

You can also help hold the field against humvee/buggy rushes from the enemy. You might not stop them single-handedly, but you can help hold them off and buy your team time to get APCs or whatever.

Subject: Re: starting w/ 350 credits

Posted by [puddle_splasher](#) on Tue, 12 Jun 2007 08:18:59 GMT

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At least you have not used the Buggy to rush the base single handedly with an ordinary engineer as some players do.

Subject: Re: starting w/ 350 credits
Posted by [Spoony](#) on Tue, 12 Jun 2007 08:25:46 GMT
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or a Nod soldier

Subject: Re: starting w/ 350 credits
Posted by [puddle_splasher](#) on Tue, 12 Jun 2007 10:10:14 GMT
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MaidenTy1 wrote on Tue, 12 June 2007 03:25or a Nod soldier

LMAO, that too.

Subject: Re: starting w/ 350 credits
Posted by [MexPirate](#) on Tue, 12 Jun 2007 12:22:41 GMT
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that's what I always do on BI (which is pretty much the only server I play with starting creds) getting a buggy/hummer in the field (City is my favourite but other base defence maps still work well) you can get a LOT of points from the harvester, whilst defending your own and usually several kills, added to that you act as an early warning system for the inevitable incoming apc.

Killing the idiots who decided they should spend their credits on a rocket soldier or similar, about the time they take their first shot always makes me lol.

Subject: Re: starting w/ 350 credits
Posted by [futura83](#) on Tue, 12 Jun 2007 12:27:46 GMT
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Also, you wont likely kill the APC, but you can damage it, which will make the APC:

A: retreat to repair, giving more prep time for your team

B: continue to attack and get pummeled

Subject: Re: starting w/ 350 credits

Posted by [FrAM](#) on Tue, 12 Jun 2007 19:05:52 GMT

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i find on smaller server 350 starting creds = humvee/buggy + a techy/hotty getting in and then rush a key building.

On walls a engi and techy who are good players can usually get 2 buildings.

However taking buggy on a larger server is often useless as you will get slaughtered by about 10 soldiers

Subject: Re: starting w/ 350 credits

Posted by [sadukar09](#) on Tue, 12 Jun 2007 19:27:08 GMT

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Sure let the techies mine the base, but dont go out with just inf, thinking you savin creds. Get Humvee and get twice the creds as you would get w/ infantry soldier.

just a suggestion if the other team is really that dumb u have harvy drive with buggy into most maps with base def (cept city cuz the harvy is too close 2 the wall) loaded it with 2 engies and they are hard 2 stop unless they got an apc.

Subject: Re: starting w/ 350 credits

Posted by [Quackpunk](#) on Tue, 12 Jun 2007 23:42:30 GMT

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cheekay77 wrote on Tue, 12 June 2007 01:08Quackpunk wrote on Tue, 12 June 2007 00:30on a server like noobstories where every player starts with 350, everyone gets the idea to save for arty or apc or mine with techy.

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or you could not.

dont be a one liner a** hole

Subject: Re: starting w/ 350 credits
Posted by [Quackpunk](#) on Tue, 12 Jun 2007 23:45:20 GMT
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FrAM wrote on Tue, 12 June 2007 14:05i find on smaller server 350 starting creds = humvee/buggy + a techy/hotty getting in and then rush a key building.
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by the time the soldiers see me i will have already have taken a few of them out. And engis can repair faster then i believe three soldiers, plus there is always hit and run done over and over again

Subject: Re: starting w/ 350 credits
Posted by [sadukar09](#) on Wed, 13 Jun 2007 00:05:10 GMT
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Quackpunk wrote on Tue, 12 June 2007 18:45FrAM wrote on Tue, 12 June 2007 14:05i find on smaller server 350 starting creds = humvee/buggy + a techy/hotty getting in and then rush a key building.
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by the time the soldiers see me i will have already have taken a few of them out. And engis can repair faster then i believe three soldiers, plus there is always hit and run done over and over again

only if the 3 soldiers are dumb enough not to attk the engy...

Subject: Re: starting w/ 350 credits
Posted by [crazfulla](#) on Thu, 14 Jun 2007 10:02:32 GMT
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Get some teamplayers together and make an instant flame rush.

Start with 350 let it build to 400
Half the team donates to the other half
Result: 6 strong flame rush in 2 minutes.

I have seen this done, In a clanwar of course, not a chance in hell this would happen on a public server.

Subject: Re: starting w/ 350 credits
Posted by [sadukar09](#) on Thu, 14 Jun 2007 19:22:51 GMT
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crazfulla wrote on Thu, 14 June 2007 05:02Get some teamplayers together and make an instant flame rush.

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cant donate in clanwars

Subject: Re: starting w/ 350 credits
Posted by [Spoony](#) on Fri, 15 Jun 2007 00:12:40 GMT
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Donate should never be on in clanwars.

Subject: Re: starting w/ 350 credits
Posted by [MexPirate](#) on Fri, 15 Jun 2007 07:36:18 GMT
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sadukar09 wrote on Thu, 14 June 2007 14:22crazfulla wrote on Thu, 14 June 2007 05:02Get some teamplayers together and make an instant flame rush.

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this topic was talking about strategies applicable to public servers with starting credits, not clanwars.

Subject: Re: starting w/ 350 credits
Posted by [Crusader](#) on Fri, 15 Jun 2007 23:03:54 GMT
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MexPirate wrote on Tue, 12 June 2007 07:22

Killing the idiots who decided they should spend their credits on a rocket soldier or similar, about the time they take their first shot always makes me lol.

They are not idiots for buying the Rocket soldier officers but they are idiots for not knowing how to use it.

I buy Officer/Rocket officer and get an average of 6 kills (Engi's/soldiers trying to screw my Harv) in the beginning moments of a game.

So, it all about how to use the character.

Subject: Re: starting w/ 350 credits

Posted by [sadukar09](#) on Sat, 16 Jun 2007 11:22:48 GMT

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IronBalls wrote on Fri, 15 June 2007 18:03MexPirate wrote on Tue, 12 June 2007 07:22

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i can pwn a 2 sakuras with a officer (or havoc) me like ur siggy iron OFFICER FTW!

Subject: Re: starting w/ 350 credits

Posted by [Crusader](#) on Sun, 17 Jun 2007 04:12:44 GMT

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lol..I agree about the officers...these chainguns rule! I just discovered this a few weeks ago and ever since, I am buying officers and kill whoring.

Headshots with the chainguns are mass-murder lol...health drops like water. On maps like Complex and Canyon, I just buy officer and sometimes settle in that character for the whole game. Officers pwn those tunnel rats easy!

And yes, it's feels very "accomplishing" to pwn Havocs/Saks with chainguns. haha!

PS: Thanks for the compliment Sadu!

Subject: Re: starting w/ 350 credits
Posted by [Spoony](#) on Sun, 17 Jun 2007 08:26:04 GMT
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IronBalls wrote on Fri, 15 June 2007 18:03MexPirate wrote on Tue, 12 June 2007 07:22
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no... no, it's not

Subject: Re: starting w/ 350 credits
Posted by [sadukar09](#) on Sun, 17 Jun 2007 11:34:23 GMT
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Its just funny seeing newbs think saks/havocs are the best when u pwn them nonstop with a officer! And officers can survive a ramjet body shot

Subject: Re: starting w/ 350 credits
Posted by [Crusader](#) on Sun, 17 Jun 2007 21:00:26 GMT
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Spoony. wrote on Sun, 17 June 2007 03:26IronBalls wrote on Fri, 15 June 2007 18:03MexPirate wrote on Tue, 12 June 2007 07:22
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So, it all about how to use the character.
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Oh...and why not? Care to explain?

Subject: Re: starting w/ 350 credits
Posted by [GsXr1400](#) on Wed, 12 Sep 2007 07:36:32 GMT
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umm the guy who gets a humv would rape youre rocket officer considering u aint even gona hit him unless geek aim,

Subject: Re: starting w/ 350 credits
Posted by [Starbuzz](#) on Wed, 12 Sep 2007 07:54:40 GMT
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Nice bump, o dumbo.

Subject: Re: starting w/ 350 credits
Posted by [GsXr1400](#) on Thu, 13 Sep 2007 13:52:13 GMT
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/careface thanks for caring asshole.

Subject: Re: starting w/ 350 credits
Posted by [sadukar09](#) on Thu, 13 Sep 2007 15:48:18 GMT
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SoQReaL wrote on Thu, 13 September 2007 08:52/careface thanks for caring asshole.
Thanks for being a retard everywhere S0Fs

Subject: Re: starting w/ 350 credits
Posted by [npadul30](#) on Thu, 13 Sep 2007 15:59:32 GMT
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In my mind you guys are all lame. Anyway, I try this tactic all the time at least every game and it gets people every time. They never learn or try anything new.

Subject: Re: starting w/ 350 credits
Posted by [GsXr1400](#) on Thu, 13 Sep 2007 20:37:52 GMT
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sadukar09 wrote on Thu, 13 September 2007 10:48SoQReaL wrote on Thu, 13 September 2007 08:52/careface thanks for caring asshole.
Thanks for being a retard everywhere S0Fs

retard, retard retard. 1v1?

Subject: Re: starting w/ 350 credits

Posted by [sadukar09](#) on Thu, 13 Sep 2007 21:25:37 GMT

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SoQReaL wrote on Thu, 13 September 2007 15:37sadukar09 wrote on Thu, 13 September 2007 10:48SoQReaL wrote on Thu, 13 September 2007 08:52/careface thanks for caring asshole. Thanks for being a retard everywhere S0Fs

retard, retard retard. 1v1?

Hey! Look at the Source of fuckers wants a 1v1 to prove he ain't a retard!!!

Subject: Re: starting w/ 350 credits

Posted by [puddle_splasher](#) on Fri, 14 Sep 2007 02:48:52 GMT

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What exactly is your point??

Do you want the 350 start credits reduced or not?

If so why not say so. Instead everyone arguesblah blah blah.

Live with it or get on with starting a new server and do what the fuck you want with it. Until you start paying for the server STFU or PM the owner/admin and voice your concerns.
