
Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 14:41:00 GMT

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Who do you buy first usually? Or do you usually just be free units and save up for a vehicle?

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 14:43:00 GMT

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on a map with no advanced guard tower/obelisk, i buy a technician.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 14:55:00 GMT

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most of the time i buy an machine gunner/officer. Because you got enough money for it pretty fast and you are able to kill foot soldiers. Always when i don't have alot of health left i'm going back to base and refill my health,armor and ammo.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 14:58:00 GMT

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alwais waiting to get a lot of money!!! Then buy stealth soldier and beacon, and BOOM!

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 15:22:00 GMT

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With GDI, I always get Sydney first. I just love shooting that tiberium auto rifle at snipers, for some reason it always freaks them out With NOD, I usually go for Chem Trooper and go harvester hunting, or I just go annoy some tanks.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 15:29:00 GMT

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i usually get an engie to start with and either put a couple of c4s in a tunnel, or follow a group of inf out. when i get enough money, i buy a tech/hotwire and start planting mines. once in a while i'll

get a chem warrior or gunner, it depends whether anyone else is defending the base...

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 15:31:00 GMT

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engie, then sniper

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 15:59:00 GMT

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Hotwire or Technician, or Flame Tank with Flame Trooper.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:26:00 GMT

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Hotwire/Tech, always. These guys rule, and every team needs someone to lay down proxy quick. Next purchase on a non-defense map is a buggy/humvee....a quick rush into the enemy base early on is a great way to guarantee a blown up power plant. (you need to have good money earning strat's early, before you buy one. Go and shoot the harvester, or go collect a crate. When collecting a crate, make sure you ammo is full, because then you'll get about 100 creds or something. It drives me crazy to see people passing up the crates, they are such a great way to earn extra cash!!!)

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 17:24:00 GMT

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I buy an engie/hotwire/tech whatever and repair my team and their defenses the entire game . Someone needs to do it! Anyways if ya need a good engie look for InfidelV online WOL

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:02:00 GMT

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On the maps that have base defense I go for the harvey, usually i eigher do it with an engi or just an flame/grenade troppers.On maps without base defenses I get an engi and use my wicked pistol skills and try to do some major damage.One time on canyon I was a machine gunner and

my freind an engi and we took out the war factory.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 19:46:00 GMT

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No base defences = Hotwire or Technician
Base defences = Sydney or Black hand elite (stealth soldier)
NOTE: I never really use/buy vehicles, I only "acquire", the enemies vehicles, he,he.I mostly steal the Mommoth Tanks, if NOD.-----"Inferior tactics detected" – Cabal
"By the way, missile launch detected!" – Cabal

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Mon, 18 Mar 2002 20:46:00 GMT

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GDI:go into battle as a regular auto rifle soldier, then become a hotwire to lay proxies in building doors (the joy of seeing a enemy run into a just proxied building...BOINK!)
NOD:flame trooper (these guys are pretty good. once in a game me and a auto rifle trooper got into the GDI barracks and layed our timed C4, they blew, he ran off, I stayed behined and razed the building to the ground all in the first few minutes then technician to lay proxies.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 05:06:00 GMT

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I am an engy for both GDI and Nod, then for Nod I wait for enough \$ for a nuke and stealth, and if it is a base defense map, an apc. For GDI I save up for a mammy or a med depending whether a flame rush is going to happen or not...

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 05:27:00 GMT

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Well if u r in Nod always buy a chem warrior first .If u r in GDI than don't buy any thing first save money for med tank or mammoth tank.
From:Evil_Epyon-----Tanks r always fun

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 05:41:00 GMT

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NOD = Chem warrior, if there is no AGT then TechnicianGDI = I save up for a Tech / vehicule combo (either an APC if Obelisk, jeep if none)

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 06:06:00 GMT

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Soldier or Engineer until i have something like 1000 credits

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 07:21:00 GMT

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Technician though if I'm on GDI and I see techs running around I'll get a MRLS in preparation for a flame rush.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 09:42:00 GMT

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Engineer and buggy/hummvy with low money.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 10:02:00 GMT

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dumb question, it depends on too many variables, if you buy the same unit on every map you suck. With the only exception being a tech/hot if you are always defense. What does it depend on? 1. The Map 2. The opening strat of your team 3. The unit make up of your team 4. Status of buildings 5. Position of front line 6. the unit make up of your enemy Sure you can all have individual strategies, but there is nothing more stupid than seeing after the first payday this kind of crap: 1 APC w/ 1 guy in it 1 Flame tank doing a solo rush 3 techs over mining the base 2 Snipers having to sneak net because the apc guy rushed off like a fool then everyone is dead... and poor.. and the front line is suddenly our barracks/hand Communication and teamwork.. hopefully will make it impossible for any good player to answer this question... with respect to the tech/hots who do like I do and sac points for defense.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 10:27:00 GMT

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A buggy is always nice in the opening of a game most peeps with cash have bought rocket off / gunner cause they expecting tanks to show i com driving between the takataka taaakkkkkk the missiles cant hit me too slow they dont aim in advance its like spanish bull fighting i am the bull rocket peeps the toreadors after 1 strike i turn around and go in for the kill takatakaaataak kill peep after peep after peep until tanks show of then i go back to base repair etc and search myself a good easy safe way to get to their harvester i am shelling the harvester they heir harvester is under attack the tanks wont come all the long way back from the front if they do their line collapses and their doomed so soldiers arrive to defend harvester and so the game continues

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:06:00 GMT

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uh killjoy, i always apc rush solo, i have around an 80% success rate, in which i destroy the building i go after, (its usually the ob).so dont say one person rushing of in an apc is stupid.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:15:00 GMT

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If the start credits is zero, i usually starts with an engine and repair stuff to get some money, then i upgrade to tech/hottie and mine the buildings.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:17:00 GMT

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i didn't say it wasn't effective, i've done the same, my point is that it is more effective if by using teamwork you turn that 1 hot rush into a 4 hot rush and finish the base, or 2 hots and 2 guns.... sorry, don't get me wrong, when there is 0 teamplay on a server after many attempts i'll solo the mofo too, but saying that EVERY GAME i'm gonna solo apc/hot is stupid, you need to know the lay of the field to make that decision... i mean.. are you gonna solo apc run when there are 3 flanks blocking the field? or there is a PIC/mine trap setup waiting for you at the Oblisk? My point is the question is silly because in order to answer it you would need to paint a picture of the current situation on the field, which can be defined in the first few minutes of play. Also anyone who knows jack about base defense will stop your solo rush, get in a clan match and try that crap without a distraction and you're a dead man.... so thats my point really... it depends

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:36:00 GMT

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quote:Originally posted by C5:Who do you buy first usually? Or do you usually just be free units and save up for a vehicle?If am GDI and there is no AGT, I normally do Base Defense and build enough credits to buy a HOTWIRE, than later get a Medium TANK for base defense. MLRS is also good for Base Defense on the HOURGLASS map, Mammoth normally will use in offensive operations.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:37:00 GMT

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of course i dont do it every time, if the other team is organized i dont even try. But if its 15 minutes into a 30 min game, and no one has even attempted to damage the ob/agt, then i will go in.Of course your much more successful with team work, even if its only one other guy who works with you.I agree with you 100%, a team with any organization will stop it no problem, i just thought you ment the tactic never worked.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:41:00 GMT

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<-----I wonder???(The Arrow is pointing to my nick)[March 19, 2002: Message edited by: HotWire721][March 19, 2002: Message edited by: HotWire721]

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 11:41:00 GMT

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cool, we are on the same page then. I meant no offense and neither did you. The game is complex and thats the attraction of it all.P.S. would it not own if there was a TAB option that listed your team and thier current char/vehicle/location... you could then dedicate one member of the team to oversee strategy or if there is little or no teamplay you could balance your own side without having to rely on n00bs actually replying to you.. think I'll thread this in General

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 13:39:00 GMT

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quote:Originally posted by Rude:of course i dont do it every time, if the other team is organized i dont even try. But if its 15 minutes into a 30 min game, and no one has even attempted to damage the ob/agt, then i will go in.Of course your much more successful with team work, even if its only one other guy who works with you.I agree with you 100%, a team with any organization will stop it no problem, i just thought you ment the tactic never worked.Speaking of teamwork, 3

Sydney's with inf and medium tank support can take out a NOD OB. If you position Sydney correctly Sydney can take out the NOD OB without getting hit, trick is that if you have 1 Sydney it requires 3 trips for a refill, but 3 Sydneys can do the job provided you have inf and tank support as backup. For defending against FLAME TANK rushes in first few minutes on non AGT/OB maps and if 800 credits starting, have half your team get Chaingunners and other half get Havoc Gunners, both combinations have found to be most effective against 3-5 flame tanks in a rush. Medium Tanks are also good defense against Flame Tanks, Mammoths and MLRS are not good defensive units against Flame Tanks, they however are good against the NOD MOBILE ART units.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 14:22:00 GMT
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MRLS's are VERY effective against flanks... (Much more so than a med)...

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Tue, 19 Mar 2002 22:53:00 GMT
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Well, I usually start out with a Grenadier if GDI or FlameTrooper if NoD. Once I get enough money, I usually go as HotWire or a Technician and mine key tunnel entrances to bases, and then a couple buildings. I will also follow a vehicle out into the heat of the battle, and sacrifice myself to keep that vehicle in the fight. When I buy my first vehicle, it is usually a medium Tank for GDI, and if I am NoD, I usually go with either the Artillery or Stealth if I have the money on hand.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Wed, 20 Mar 2002 00:04:00 GMT
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there is, its got the team info, its 'b' i THINK, it shows the persons name, and the character they are. Not the position though.

Subject: When you start a game, who is the 1st money character /vehic
Posted by [Anonymous](#) on Wed, 20 Mar 2002 00:06:00 GMT
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doesn't show vehicle though does it?

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Wed, 20 Mar 2002 00:11:00 GMT

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i think it does.... i havnen't used it since the demo.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Wed, 20 Mar 2002 00:56:00 GMT

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U press J, it will show all teammates class and if they are in a vehicle.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Wed, 20 Mar 2002 09:04:00 GMT

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MRLS or Mobile Artillery, go blow up enemy harvester once or twice, twice the credits I started with.

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Wed, 20 Mar 2002 09:59:00 GMT

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(they are GOOD, no REALY! You just have to know how to dodge sabot)GDI:First Unit = Standard
am an agressive NOD and a defensive GDI)

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Wed, 20 Mar 2002 10:59:00 GMT

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I take the rifle out, and kill people, but mainly shoot the harvester for lots of points, and money!Then I get the sniper. But When I get too 1000, I either take the Ramjet, or the railgun or Personal Ion Cannon, but it seems to me that the Personal Ion Cannon doesn't work ver well. Its acuracy seems a bit off or something. Its weird.Peace

Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Wed, 20 Mar 2002 14:16:00 GMT

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GDI:First: Standard soldier(it's a lot more useful than most people give it credit for, headshots,

draws enemy fire while giving no points, etc)Second: hotwire(if needed, depends on team)Third: Mammoth(If there are people supporting, otherwise I'll stay as hotwire)NODWhenever I can a Laser Chain gunner. I love them, the best tankkiller IMOAbove assumes the needs of the team allow me too pursue my desired char. Otherwise I'll just do whatever they aren't doing.
