Subject: What Building Pounding can do:
Posted by Anonymous on Sun, 28 Apr 2002 16:55:00 GMT
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We all know the tactic where you sit protected, and continously shoot.Well, i was on a 1 hr server,

center, when our Powerplant was destroyed. Both teams structures were being destroyed, and i decded to build a mammoth to protect entrance. I stopped a couple APCs, but infantry came from the other way and killed all but our AGT. By that time, all they had left was their plant and their OoL.Well, i brough my Mammoth to the center of the map, and shot at the Nod powerplant... I had c-4 dropped on my turret, several times, but i had acouple engies to fix me up after theey blew. I also had nukes aimed at me, i like feeling important enough to be nuked .I stood shooting for a good 1/2 hour before match ended.Moral of the Story: Continously shooting buildings can save your team.Anyway: here's the scores ~1 min before the end of the game (1 hr, 0 cred start)

Subject: What Building Pounding can do:
Posted by Anonymous on Sun, 28 Apr 2002 17:07:00 GMT
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DUDE YOUR RULE THE ONE THING I DID ONCE WAS STELL A VEHICAL AFTER IT IS BUILD AND GOT MVP*4

Subject: What Building Pounding can do:
Posted by Anonymous on Sun, 28 Apr 2002 17:19:00 GMT
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That's total insanity. A one hour game . . . mine are usually 15 minutes.

Subject: What Building Pounding can do:
Posted by Anonymous on Sun, 28 Apr 2002 17:22:00 GMT
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A little more than half my best.

Subject: What Building Pounding can do:
Posted by Anonymous on Sun, 28 Apr 2002 19:10:00 GMT
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i like long 3 hour games - alot can happenanyone here played a 3 hour game from 12AM till 3AM?MMMMMmmmm

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Subject: What Building Pounding can do:
Posted by Anonymous on Sun, 28 Apr 2002 19:57:00 GMT
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uhh woggy you need a job or something if you played 12am to 3am lol

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Subject: What Building Pounding can do:
Posted by Anonymous on Mon, 29 Apr 2002 14:18:00 GMT
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Ugh..a 1 hour game? I'm usually bored to tears after 20 minutes. Especially bad if there's no money coming in and only infantry is left.Maybe it'd be different if the maps were bigger and there were a couple more buildings to destroy.