
Subject: a question about keeping the pressure
Posted by [Starbuzzz](#) on Wed, 21 Jul 2010 15:36:56 GMT
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So in a AOW game you are hitting buildings with offensive vehicles. I am specifically talking about 1 player with a offensive vehicle hitting a building (Med/Light, Art/MLRS, Orca/Apache).

By hitting, the pressure is kept on that building and on the enemy team while the pointslead is being increased also.

But is there ever a line for doing this or a proper way of doing it? Hitting a building all the time that is being repaired gives them lots of credits to use. To somewhat be productive during hitting, different buildings can be attacked to keep the enemy running around repairing.

My main question is this: at what time should I stop?

Subject: Re: a question about keeping the pressure
Posted by [HaTe](#) on Wed, 21 Jul 2010 16:31:17 GMT
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When their base is destroyed.

Subject: Re: a question about keeping the pressure
Posted by [zeratul](#) on Wed, 21 Jul 2010 17:16:50 GMT
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HaTe wrote on Wed, 21 July 2010 10:31When their base is destroyed.
tis true

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Thu, 22 Jul 2010 07:05:19 GMT
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Starbuzzz wrote on Wed, 21 July 2010 10:36So in a AOW game you are hitting buildings with offensive vehicles. I am specifically talking about 1 player with a offensive vehicle hitting a building (Med/Light, Art/MLRS, Orca/Apache).

By hitting, the pressure is kept on that building and on the enemy team while the pointslead is being increased also.

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Quote: To my understanding, every point of damage that is done can be repaired equally. I.e An arty grants 20 pts per hit to a structure. An Engi/Hotwire can in turn repair that damage and earn their team 20 pts. Scratch That, Just tested in multiplayer practice and you can't repair every point of damage done; only a fraction of it.

Where the actual points lead is made is by damaging those inside with splash. That all adds up. If you have 4 Arties whoring one building; and GDI is keeping it alive. That's 4x Splash to x amount of Hotwires inside. Notice how Hotwires just run for refills? That's where they lose the points.

I say you should do this for as long as possible in both timed and marathon games. Why?

1. Whored buildings need to be repaired (duh). Thus by whoring multiple buildings with multiple vehicles you are keeping multiple players on the opposing team busy and on the defensive which means they can't get in a vehicle and pose a threat themselves.
2. With so many Hotwires repairing comes a lot of extra splash damage bonus. As mentioned before, this is where the lead comes from.
3. It is argued that whoring just gives the other team credits. This is true. However, if Hotwires stop repairing buildings to spend their credits on vehicles / other characters; the chances of getting a building kill increases - especially if you have 6+whoring arties.
4. The only time you shouldn't whore is on marathon games where they have no refinery and get repair credits to camp with Mammoth tanks / Bar characters etc. These situations are those in which you should be killing what vehicles and characters they have and then plan to win the game decisively (i.e Rush).
5. Vehicles and characters that pose an immediate threat take priority over whoring. By killing an opposing Med or Pic, for example sets their team back by 800-1000 credits. This extends your window of opportunity to get a building kill or deal enough damage to get a comfortable lead for your team.

So the more you whore - the more money you have to give to your team - the splash gives your team the lead - it keeps your opponent occupied and inhibits their ability to win the game, essentially.

I'm quite confident that each point of damage done can be repaired; yet I half expect someone to prove me wrong on this. If you think otherwise, please say so. I don't wish to give misleading information; this is just how I've always looked at the game.

Hope I helped.

Subject: Re: a question about keeping the pressure
Posted by [ArtyWh0re](#) on Thu, 22 Jul 2010 14:30:55 GMT
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Very admirable post. I agree with everything you said.

Subject: Re: a question about keeping the pressure
Posted by [HaTe](#) on Thu, 22 Jul 2010 18:46:30 GMT
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Whore until you can rush, then rush until you have to whore. It's logic really.

Subject: Re: a question about keeping the pressure
Posted by [zeratul](#) on Thu, 22 Jul 2010 19:25:48 GMT
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snpr1101 wrote on Thu, 22 July 2010 01:05Win post

I never thought of that

Subject: Re: a question about keeping the pressure
Posted by [liquidv2](#) on Thu, 22 Jul 2010 22:54:42 GMT
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snpr1101 has a lot of valid points about how to get points
another thing that adds to a team's lead is the vehicles and characters it destroys as well as
damages, and a team that can keep the field clean while hitting the other team's buildings will
maintain that point lead

it's generally smart to destroy everything that moves before you start laying into the buildings, so
even if they manage to get something just kill it and carry on blowing the base to shreds

there's no such thing as too many points, especially if you're trying to make a point

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Fri, 23 Jul 2010 05:03:46 GMT
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liquidv2 wrote on Thu, 22 July 2010 17:54snpr1101 has a lot of valid points about how to get
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20k Pts in 35 minutes? Hats off.

Subject: Re: a question about keeping the pressure
Posted by [Starbuzz](#) on Fri, 23 Jul 2010 05:22:08 GMT

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thanks everyone! I never ever stop shooting but sometimes some players tell me stop. I did get the point of not shooting when there is no ref but barr/hon and wf/as were alive.

Subject: Re: a question about keeping the pressure
Posted by [Goztow](#) on Fri, 23 Jul 2010 13:53:37 GMT

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Usually you first get enough of a points lead, and then think about rushing.

Subject: Re: a question about keeping the pressure
Posted by [sadukar09](#) on Fri, 23 Jul 2010 16:46:36 GMT

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I thought repairing=50% of points given to attacker.

..

Subject: Re: a question about keeping the pressure
Posted by [Goztow](#) on Fri, 23 Jul 2010 16:56:45 GMT

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sadukar09 wrote on Fri, 23 July 2010 18:46 I thought repairing=50% of points given to attacker.

...
Correct.

Subject: Re: a question about keeping the pressure
Posted by [HaTe](#) on Fri, 23 Jul 2010 17:13:02 GMT
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Except at Atomix, slight repair points mod.

Subject: Re: a question about keeping the pressure
Posted by [zeratul](#) on Fri, 23 Jul 2010 19:34:42 GMT
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Quote:

3. It is argued that whoring just gives the other team credits. This is true. However, if Hotwires stop repairing buildings to spend their credits on vehicles / other characters; the chances of getting a building kill increases - especially if you have 6+whoring arties.

What about donations?

Subject: Re: a question about keeping the pressure
Posted by [Hypnos](#) on Fri, 23 Jul 2010 21:46:35 GMT
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I can imagine this applies to a clanwar style game, where donations are disabled.

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Fri, 23 Jul 2010 23:45:50 GMT
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Z3RATUL99 wrote on Fri, 23 July 2010 14:34

Quote:

3. It is argued that whoring just gives the other team credits. This is true. However, if Hotwires stop repairing buildings to spend their credits on vehicles / other characters; the chances of getting a building kill increases - especially if you have 6+whoring arties.

What about donations?

What about them? Those who are not repairing will already be doing something else. If they are given credits to buy tanks / characters etc; sure it will help their team - but it does not make the point any less valid imo.

Subject: Re: a question about keeping the pressure
Posted by [GEORGE ZIMMER](#) on Sat, 24 Jul 2010 15:09:05 GMT
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I've found it's most effective that, in Renegade, you shoot something until it does.

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Sat, 24 Jul 2010 16:01:40 GMT
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GEORGE ZIMMER wrote on Sat, 24 July 2010 10:09 I've found it's most effective that, in Renegade, you shoot something until it does.

Ah, I've always wondered why people shoot at buildings to no end.

Subject: Re: a question about keeping the pressure
Posted by [HaTe](#) on Sun, 25 Jul 2010 00:29:51 GMT
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That's why the AGT and obi are always last to die, eh?

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Sun, 25 Jul 2010 00:45:53 GMT
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The funny guys have spoken.

Subject: Re: a question about keeping the pressure
Posted by [liquidv2](#) on Sun, 25 Jul 2010 18:27:32 GMT
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they hurt durfed all over the place

Subject: Re: a question about keeping the pressure
Posted by [sadukar09](#) on Sun, 25 Jul 2010 19:01:11 GMT
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damn haters always gonna hate.

Subject: Re: a question about keeping the pressure
Posted by [InternetThug](#) on Thu, 29 Jul 2010 04:59:43 GMT
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HaTe .. the guy whos never bought a non-sniper unit .. is the first one to offer advice.

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Thu, 29 Jul 2010 07:08:30 GMT
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Ralph wrote on Wed, 28 July 2010 21:59HaTe .. the guy whos never bought a non-sniper unit .. is the first one to offer advice.

Let us derail the thread with a shitty argument.

Subject: Re: a question about keeping the pressure
Posted by [liquidv2](#) on Thu, 29 Jul 2010 22:04:33 GMT
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he's just keeping the pressure on HaTe

Subject: Re: a question about keeping the pressure
Posted by [HaTe](#) on Thu, 29 Jul 2010 22:51:07 GMT
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No one ever taught me how to buy anything else. I still whore and rush with my sniper anyway.

Subject: Re: a question about keeping the pressure
Posted by [trooprm02](#) on Wed, 11 Aug 2010 17:35:40 GMT
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Hypnos wrote on Fri, 23 July 2010 16:46 I can imagine this applies to a clanwar style game, where donations are disabled.

Surprised someone else hasn't answered this in that context, but basically Starbuzz your question is too simplistic...its not just about how many points should you stop at, or how many credits your giving away, but it always depends on the map (how much \$ you need for the next key unit), how many harvy dumps the other person would have gotten prior to you hitting their shit (what char/vech they possible have now etc)....

@points, 20,000 is nothing.....Ive gotten 25k+ before in AOW (screenshot of 23,000:
<http://i34.tinypic.com/2mhzlo3.png>)

Subject: Re: a question about keeping the pressure
Posted by [liquidv2](#) on Wed, 11 Aug 2010 22:51:36 GMT
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that server goes for at least 50 minutes based on the ss
come back when you've gotten over 20,000 in 35

Subject: Re: a question about keeping the pressure
Posted by [sadukar09](#) on Thu, 12 Aug 2010 00:03:30 GMT
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keep on the pressure until they come.

Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Thu, 12 Aug 2010 07:11:02 GMT
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sadukar09 wrote on Wed, 11 August 2010 19:03 keep on the pressure until they come.