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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.

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