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Subject: keep the pressure on them

Posted by [futura83](#) on Wed, 30 Aug 2006 22:52:24 GMT

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i find it best to try and pin the enemies down in their own base, so any chance of escape means death for them.

most of the time, rushes are best, but if you have a few lights/meds at the entrance to the enemies base, with good support from engies, and if you hammer their harvy before it can unload, eventually, the enemies will have to resort to using lower tech units, and when they do this, you know it's time to rush in to destroy them.

if you are on a map with base defences that has a pp, take out the pp first, as it doubles cost, slows income, and disables the defence. what most people commonly do is go for the defences which will only disable difences. after that, it would be best to go for the barr/hon, then the WF/strip, cos once they have lost the barr/hon and wf/strip, the only thing they can buy is a beacon, which, if you have been good enough at defending, is useless to them as they cant get close enough to resorting.

generally, if you ever leave a base with just a ref and pp or just one of these, you'll find players giving up on marathon servers, but if it is AOW, and you are losing, take out the buildings as soon as possible!