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Subject: Re: keep the pressure on them

Posted by [PlastoJoe](#) on Wed, 30 Aug 2006 23:07:01 GMT

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While everything you say is true, I think that if you're able to keep them on the defensive inside their own base with good armor and engineer support (classic example being GDI at Nod's base on Under) then taking out the Refinery can be nearly as effective as taking out any of the other buildings. I've encountered this recently as I joined a few games in which we had already lost the Refinery.

When I began to go around fighting, I was unable to change to more advanced/helpful character classes (my customary Technician) and as a lowly Soldier or Engineer I was unable to buy good vehicles to augment my firepower until I made a lot of big-point kills of my own. My teammates were unable to donate because their reserves were running low replacing destroyed vehicles and repurchasing advanced infantry classes after they died. So I was essentially limited to working my way up one point/credit at a time either by fighting/dying a bunch of times or by point-whoring and leaving myself potentially vulnerable.

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