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Subject: Re: Which Building Would YOU Kill First?  
Posted by [Tzar469](#) on Sat, 28 Oct 2006 23:38:33 GMT  
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puddle\_splasher wrote on Sat, 28 October 2006 02:45tzar469 wrote on Tue, 26 September 2006 00:23Merovingian wrote on Wed, 20 September 2006 12:12The Hand of Nod/Barracks and the Weapons Factory/AirStrip since what's the use of having money/power if you have nothing to spend/use it on?

They can still get beacons. Your team can still lose.

Sometimes I get the ref first. What's the use of Hand of Nod/Barracks and the Weapons Factory/AirStrip if you don't have any money to spend?

You are all missing the point.

You have the money and they dont. You Have all base defences, vehicles and soldiers. If they get near your base with a beacon then you are all noobs with no teamplay and you deserve to be beaten.

The use of the HON/BAR after the REF is gone is still the one tactic that will beat you. the snipers are available for hitting INFANTRY/MLS/ARTY/BIKES/BUGGY/HUMMVEE etc.....

The MOBYS/SYDNEYS etc..... are all available to rip your vehicles apart.

All infantry and vehicles to stop beacons being used.

They will base camp and repair buildings until they have enough money to buy any of the above.

This proves that the BAR/HON needs to fall as soon as possible.

Your example is from a map with base defences. On maps like that the air/wf will need to be destroyed first. Anyways, it's not like the team with the refinery can't get any of the characters/vehicals. Whatever they get, you can counter because you have the money. The other team can't afford to lose anything. If they get infantry, then you get snipers. If they get vehicals (which is less likely, considering the cost of them) then you get PIC/ Raveshaw.