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Subject: Re: on a marathon, killing weapons factory early...

Posted by [Crusader](#) on Sun, 17 Jun 2007 04:03:39 GMT

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sadukar09 wrote on Sat, 16 June 2007 14:53Spoony. wrote on Sat, 16 June 2007 14:04Killing the WF is only a disadvantage if the Nod team is unorganised.

If the Nod team is well organised, they should not lose because they killed the WF.

say Nod losing pp cuz of a havoc ion rush

haha...if Nod lost PP due to Havoc/Ion rush after they killed WF, then I say GDI's got better players and will eventually win.

Problem in the game is that with WF gone, GDI will buy advanced infantry like PIC, Mobius, Havoc and last but not the least: Hotties!

So, the chances for another successful Nod assault on GDI get's slim. What is worse is that whatever surviving GDI vehicles (even a Humvee) become precious goods and they will be repaired constanly by Hotties/Engineers. The result is a ruthlessly efficient GDI camping that takes a lot of skill and teamwork to overcome.

Meanwhile, GDI soldiers/Engi's start crate whoring and if Nod is not smart enough to have Buggy's/APC's in the field (or patrolling the tunnels), then the chances of GDI getting a vehicle or even spy from the crates goes high.

But what usually happens (on public servers) is that Nod starts to relax after killing WF or their next assault comes too late...by the time Nod attacks again, GDI is well-suited by advanced infantry and teched vehicles.