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Subject: a question about keeping the pressure  
Posted by [Starbuzz](#) on Wed, 21 Jul 2010 15:36:56 GMT  
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So in a AOW game you are hitting buildings with offensive vehicles. I am specifically talking about 1 player with a offensive vehicle hitting a building (Med/Light, Art/MLRS, Orca/Apache).

By hitting, the pressure is kept on that building and on the enemy team while the pointslead is being increased also.

But is there ever a line for doing this or a proper way of doing it? Hitting a building all the time that is being repaired gives them lots of credits to use. To somewhat be productive during hitting, different buildings can be attacked to keep the enemy running around repairing.

My main question is this: at what time should I stop?

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