
Subject: Noobs on Field

Posted by [splnwezel](#) on Thu, 14 Apr 2005 02:37:33 GMT

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OK, I was playing on a public server last night, i think it was st0rmgaming AOW. It was just a study break with my roommate, who is kind of a noob at the game, but nonetheless is trying to improve. Anyways, the map was Field, we were Nod. We took control of Field, and were bombarding their WF. Some idiot then started freaking out because my roommate was in a stank and not really accomplishing anything. Anyways, I pressed on with my light tank and we ended up destroying the WF, all the while this "jez" guy is trying to get us to stop. Afterwards, he proclaims that me and jrbigwill are noobs, and then PMs me that we are going to lose and it was my fault for destroying the WF. Anyways, one flame rush later, and base destruction ensued. The "jez" character left as soon as the game was over.

Anyways, my question is: is there ever a legitimate reason to let your WF get destroyed? IMO, as soon as that is gone, it's pretty much game over. Yet I still get noobs telling me not to destroy the WF on Nod, or else when I am on GDI, I hear "Just let the WF die". I have never seen this work.

Subject: Noobs on Field

Posted by [glyde51](#) on Thu, 14 Apr 2005 02:39:42 GMT

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I've seen let the wep factory work, it was an organized team though, we had 12 people on our side all with ion things and mobiuses. Amazing what infantry are capable of.

Subject: Noobs on Field

Posted by [matty3k10](#) on Thu, 14 Apr 2005 02:56:38 GMT

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Once the Weapons Factory is dead people then start to get pics and mobius and any tank that goes in to there base is as a good as dead even if you have a big rush but then again must people are n00bs and get snipers and try to snipe the flamers to death...So it can be a good or bad thing. On field though I would say its a good plan cuz you could always beacon rush the bar and ref to kill off the advanced infantry.

Subject: Noobs on Field

Posted by [Spoony_old](#) on Thu, 14 Apr 2005 10:13:04 GMT

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Letting the WF die is a tactic used by inferior players to try to get wins they don't deserve

Subject: Noobs on Field

Posted by [Sniper_De7](#) on Thu, 14 Apr 2005 11:38:46 GMT

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In a public server letting the WF die would work as public morons can't realize that it's nearly impossible to beat a team that camps as such. The best thing to do is everyone stick to tunnels with low leveled characters (officer or even base infantry) and just stop them from pointwhoring (if that needs an arty campin ga tunnel then so be it). But as i said in public servers you'll always get the few who do one-man tank rushes and you lose points

Subject: Noobs on Field

Posted by [Spoony_old](#) on Thu, 14 Apr 2005 12:25:03 GMT

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I understand the logic of it, but it only works if Nod sucks.

Every time I've been on Nod and GDI let the WF die, we won by basekill. EVERY time.

Subject: Noobs on Field

Posted by [splnwezel](#) on Thu, 14 Apr 2005 21:46:30 GMT

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Yeah, same here, Spoony. Once the WF is gone, just get a flame rush and the AGT is gone. GG. I know a lot of people complain about noobs in public servers... but it really isn't that difficult to get an organized rush going. And if I am taking part in ripping the WF apart, usually I have a load of credits that I can buy a second flamer for a teammate. But usually there is an extra artillery lying out in field which will get some GDI to buy snipers to neutralize them.

Subject: Noobs on Field

Posted by [Jzinsky](#) on Fri, 15 Apr 2005 01:15:47 GMT

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SpoonyLetting the WF die is a tactic used by inferior players to try to get wins they don't deserve

Here here..

Subject: Noobs on Field

Posted by [Sniper_De7](#) on Fri, 15 Apr 2005 10:53:34 GMT

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It really depends on the number of players, and even then it might not - mostly GDI will lose by BD if they don't know how to defend against flame tank rushes, if you get gunners (which I think are about just as good as pics + more range you can kill at least 1 or 2 on the way. Just that in most

cases GDI doesn't go out into the field to stop them. If it was a 7v7 and you had no vehicles probably the best strategy would be 6 gunners and one hotwire with remotes out at the entrance. the remotes would kill at least one flame tank, hopefully the gunners will be able to kill at least 1-2 flame tanks before they reach the base entrance and then you have already 4-5 then if the tanks rush then and all the gunners go for one flame tank each they'll be able to stop it. Then again there is always ways because if you had an apc with a sniper and a tech and some nukes then it could be possible but it's very risky. It'd be a lot more easier probably to just stay in the tunnels with officers and not let them get any points than risk giving them so much points. Oh and if it was any larger than 7v7 then i think it'd probably just be easier for GDI as 7 is the max for vehicles and so any more than 7 and GDI would either hvae more hotwires or more gunners

Subject: Noobs on Field

Posted by [karmai](#) on Fri, 15 Apr 2005 16:13:16 GMT

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unless you had a big lead, theres under 3 minutes left in the game, you ran out of money and nod is point whoring off the wepons factory,... letting the wf die is stupid

Subject: Noobs on Field

Posted by [Nukelt15](#) on Sun, 17 Apr 2005 18:15:40 GMT

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Vehicles = good

No vehicles = bad

No WF = no vehicles

Therefore...

No WF = bad

Antivehicle troopers are great, but they're no substitute for a couple of good tank drivers. A team that has both infantry and vehicles will win almost every time over a team that does not.

Subject: Noobs on Field

Posted by [Homey](#) on Mon, 18 Apr 2005 11:38:27 GMT

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It's all about how organized a team is. If GDI is more organized than Nod, then GDI will probably win. Usually I try to put killing it off until Nod has a couple thousand point lead. Either way, those pics and mobius' don't stand a chance against my sniper

Subject: Noobs on Field

Posted by [Spoony_old](#) on Mon, 18 Apr 2005 11:55:49 GMT

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maybe but you better pray I don't get a tib sydney.

Subject: Noobs on Field

Posted by [Homey](#) on Mon, 18 Apr 2005 19:21:23 GMT

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You know I only kill those with luck

Subject: Noobs on Field

Posted by [FoxURA](#) on Tue, 19 Apr 2005 05:15:54 GMT

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If you think thats bad, in one game someone used an arty glitch to destroy our own refinery because the enemy was getting too many points from hitting it.... We lost the game soon after it was destroyed.

Subject: Noobs on Field

Posted by [splnwezel](#) on Fri, 22 Apr 2005 03:07:15 GMT

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OMG... how about in maps like Hourglass where some genius says "Don't repair the ref... they're pointwhoring off it and we will lose!!!!"

No, is more like once our noob team loses the refinery, half of our team will run around with GDI Soldiers, be completely ineffective, and they end up destroying the rest of the base. Seriously, in public servers, the refinery is probably the most important tool to win because without it, the rest of your team is useless.

Subject: Noobs on Field

Posted by [Jaspah](#) on Fri, 22 Apr 2005 03:34:25 GMT

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Is this the server with no time limit? If so, then you should not allow the War Factory to die. Points do not matter since there is no win after time limit.

The only problem is the enemy gains more cash.

Subject: Noobs on Field

Posted by [flyingfox](#) on Fri, 22 Apr 2005 17:12:49 GMT

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public server no time limit -- protect all of your structures, except the obelisk/AGT if you've lost your PP

Subject: Re: Noobs on Field

Posted by [BlueThen](#) on Sat, 18 Feb 2006 07:08:55 GMT

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PPI say, let the ref die, but when it does, every1 has no money and no money means no upgrades and vehicles and we usually lose. If you let the wf die, the theyre obviously going to rush with tanks and u cant kill tanks with a smal gun. WTF R U PPL THINKING!!??????

Subject: Re: Noobs on Field

Posted by [Dave Mason](#) on Sat, 18 Feb 2006 13:59:01 GMT

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bluethen wrote on Sat, 18 February 2006 07:08PPI say, let the ref die, but when it does, every1 has no money and no money means no upgrades and vehicles and we usually lose. If you let the wf die, the theyre obviously going to rush with tanks and u cant kill tanks with a smal gun. WTF R U PPL THINKING!!??????

LOL U R SO RITE!1111111

Subject: Re: Noobs on Field

Posted by [Dr. Lithius](#) on Sat, 18 Feb 2006 14:33:33 GMT

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Nothing amplifies the fact someone's right like a nice, big ker-fucking-bump of a topic that hasn't seen the light of day in almost a year, eh?

Subject: Re: Noobs on Field

Posted by [Spoony](#) on Sat, 18 Feb 2006 21:58:47 GMT

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so? 99 out of 100 threads in the tactics section are complete garbage anyway

Subject: Re: Noobs on Field

Posted by [MrWiggles](#) on Tue, 21 Feb 2006 17:11:22 GMT

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matty3k10 wrote on Wed, 13 April 2005 22:56 Once the Weapons Factory is dead people then start to get pics and mobius and any tank that goes in to there base is as a good as dead even if you have a big rush but then again must people are n00bs and get snipers and try to snipe the flamers to death... So it can be a good or bad thing. On field though I would say its a good plan cuz you could always beacon rush the bar and ref to kill off the advanced infantry.

odd, that same tactic didnt work for you guys in the xpz vs all game a couple days ago, and you retards still had a WF :/

Subject: Re: Noobs on Field

Posted by [Kamuix](#) on Wed, 22 Feb 2006 05:33:40 GMT

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MrWiggles wrote on Tue, 21 February 2006 12:11 matty3k10 wrote on Wed, 13 April 2005 22:56 Once the Weapons Factory is dead people then start to get pics and mobius and any tank that goes in to there base is as a good as dead even if you have a big rush but then again must people are n00bs and get snipers and try to snipe the flamers to death... So it can be a good or bad thing. On field though I would say its a good plan cuz you could always beacon rush the bar and ref to kill off the advanced infantry.

odd, that same tactic didnt work for you guys in the xpz vs all game a couple days ago, and you retards still had a WF :/

I'm really starting to like you...

Subject: Re: Noobs on Field

Posted by [MrWiggles](#) on Wed, 22 Feb 2006 17:07:43 GMT

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Subject: Re: Noobs on Field

Posted by [Feetseek](#) on Thu, 23 Feb 2006 06:49:26 GMT

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you know what?? you're really scaring me right now.....

Subject: Re: Noobs on Field

Posted by [Dover](#) on Thu, 23 Mar 2006 23:30:39 GMT

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Here's an idea...

Don't let them get close to your WF.

That's right. Don't lose the field. MLRS and Meds are the best thing for taking and keeping the field, and a pic or two from the tunnel can help a bunch. If Nod is in a situation where they have prolong control of the field and are pointwhoring your WF, you lost anyways.

You guys are good, right? Then you know. You lose the field, you lose the match. The exception is if the enemy wins by a narrow point victory because they keep defusing beacons or something.

Subject: Re: Noobs on Field

Posted by [m1a1_abrams](#) on Thu, 23 Mar 2006 23:58:19 GMT

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Funny thing is, it's really easy to take back the field with proper teamwork, but that never happens... speaking for public servers at least. It's only a prolonged siege that is really tough, because you aren't getting extra cash from the Harvester to pay for new tanks. I say tanks because tanks are the only thing that will break out of a siege situation, since they have enough armour to drive through the choke point splash damage... not that you shouldn't follow the tank charge with infantry of course, once the enemy vehicles have redirected their fire from the choke point. So yeah, if your team all buys Medium/Light Tanks and drives out in formation, hitting the same enemy vehicles until destruction, you're almost guaranteed at least temporary control of the field again. There is a disadvantage to holding the field that isn't mentioned too often, which is that it's quicker to replace battlefield losses when the fighting is happening closer to home. That's why I say the real problem is in prolonged sieges where you can't afford to keep sending more waves of tanks out there.

Subject: Re: Noobs on Field

Posted by [Herr](#) on Fri, 24 Mar 2006 15:42:06 GMT

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Dover wrote on Thu, 23 March 2006 17:30

If Nod is in a situation where they have prolong control of the field and are pointwhoring your WF, you lost anyways.

I always try for a ref-ion then, sort of a last-hope-thing and if that doesnt work out good I'll go back to defending.

Subject: Re: Noobs on Field

Posted by [Dover](#) on Fri, 24 Mar 2006 17:12:43 GMT

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HerrKealf wrote on Fri, 24 March 2006 09:42I always try for a ref-ion then, sort of a last-hope-thing and if that doesnt work out good I'll go back to defending.

Hmmm, I remember that worked for me ONE time, but I was on Nod and was lucky enough to have GDI launch another wave at that point, so they weren't paying attention to their ref. Only one engineer came and he got his ass killed. We won by a narrow margin because I got the ref.

Ever since then it's never worked for me. It's nice when you can manage it, Herr, but I wouldn't rely on it. Like I said, as a general rule; no field, no victory.
