
Subject: Dont Kill The Drivers!!!
Posted by [Blkfort](#) on Fri, 21 Apr 2006 04:37:01 GMT
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Ok heres a tip to those noobs driving those dam vechs.
Once ur enemy vech has been destroyed, DO NOT kil the occupants inside!! let them walk back!!
bypass them, the you can rush to their base. Done.

So simple, yet u noobs dont understand.. I hope this helps.

Subject: Re: Dont Kill The Drivers!!!
Posted by [Sniper_De7](#) on Fri, 21 Apr 2006 12:21:51 GMT
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"you noobs"? I hope that includes you.

Subject: Re: Dont Kill The Drivers!!!
Posted by [Phazon87](#) on Fri, 21 Apr 2006 12:24:12 GMT
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So if, say, you destroy a vehicle and a Mobius pops out and starts shooting you, do you ignore him?

Subject: Re: Dont Kill The Drivers!!!
Posted by [Kamuix](#) on Fri, 21 Apr 2006 15:08:11 GMT
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actually it would have, And yes

Subject: Re: Dont Kill The Drivers!!!
Posted by [Dover](#) on Fri, 21 Apr 2006 19:10:10 GMT
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He means free infantry. Especially Engineers and Shotgun troopers, which are essential in base defense. The more then enemy has in the feild, the less they have in their base defending.

I would definatly kill the Mobius, or the Ravishaw, or the Nubjetier. But an engineer? Let him walk.
My K/D ratio isn't that important to me anyways.

Subject: Re: Dont Kill The Drivers!!!

Posted by [mision08](#) on Sat, 22 Apr 2006 00:41:24 GMT

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Wow, I learn something new everyday.

Hey blkfort, I thought I recognized that nickname. We played on the same server after I made the initial post here. You are a good player, but that is a really generic point. I hope I make more intellectual decisions based on the circumstances at hand. I do derive some sort of sick pleasure, when leaving a hotwire at the entrance to the Nod base at city. Thats a long walk and so many stealth units creeping around.

Subject: Re: Dont Kill The Drivers!!!

Posted by [renwarrior](#) on Mon, 24 Apr 2006 13:02:56 GMT

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the problem with that is they can warn their team that you are gonna rush em and what with. besides they will probably attack you if u try to drive by them,depleting your tanks health. might as well just kill em and get your team more points.

Subject: Re: Dont Kill The Drivers!!!

Posted by [Dover](#) on Mon, 24 Apr 2006 18:40:18 GMT

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I'm talking about Free characters. Of course I would kill a PIC Syndey or a Gunner in an APC rush. I wouldn't kill engineers though, nor would I kill shotgun troopers. As for the warning the base, they're going to warn anyways, aren't they? The idea is that they have less manpower in defense if you leave them stranded in the field.

Edit: I missed the thing on killing for points. Killing an Engineer gives you...1 point? Or 2. I'm not sure, but either way I'd rather have the 800 for destroying a building.

Subject: Re: Dont Kill The Drivers!!!

Posted by [MexPirate](#) on Fri, 28 Apr 2006 13:26:07 GMT

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Ummm, engineer gives you a whopping 3 points for a straight kill - and taking out a building gives you 750 (500 for the damage and a 250 bonus when it blows)

If you are rushing the base, especially if you are using an apc - I find it's best to ignore all infantry and leave em where they are - if you cant stay away from em and they can damage u, then boink.

If I got a med though I will just kill any infantry I see as they are not ideally suited for attacking buildings anyway but can pwn any unit 1v1.

Subject: Re: Dont Kill The Drivers!!!
Posted by [renwarrior](#) on Fri, 28 Apr 2006 16:17:33 GMT
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i know they giv u few points but it adds to ur number of kills. which is good. if its a higher class infantry its better to kill em.

Subject: Re: Dont Kill The Drivers!!!
Posted by [Dover](#) on Fri, 28 Apr 2006 16:24:44 GMT
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Winning the game > Points > K/D ratio.

Kills are nice, but not if they hamper your ability to win. Hampering your time is the defination n00bstories uses for "n00b".

Subject: Re: Dont Kill The Drivers!!!
Posted by [renwarrior](#) on Fri, 28 Apr 2006 16:29:09 GMT
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yea but i like killing. havin a good kill count is nice. although yea winning is more important, but thats easy if your team works together

Subject: Re: Dont Kill The Drivers!!!
Posted by [Dover](#) on Fri, 28 Apr 2006 16:41:02 GMT
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...And then the whole other team works together.

Don't get me wrong, I like killing as much as the next guy, but I'm not about to compromise a victory over a couple of Engineers.

Subject: Re: Dont Kill The Drivers!!!
Posted by [thrash300](#) on Fri, 28 Apr 2006 21:44:40 GMT
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Blkfort Is right I mean If there is a game with 40 players, and say that you just desteroed an apc with 3 ENJINEERS you might as well leave them and go after the base. If you kill them and start attackin the obolesk (Lets say you are on NOD) with a MLRS those enjineers will probably prevent you from doing so.

Subject: Re: Dont Kill The Drivers!!!

Posted by [thrash300](#) on Fri, 28 Apr 2006 21:50:11 GMT

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^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^ ^^

I meant a game with 5 or 10 players per side. My Bad

Subject: Re: Dont Kill The Drivers!!!

Posted by [renwarrior](#) on Sat, 29 Apr 2006 12:16:27 GMT

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well its worth leaving them alive IF your are gonna rush. if your not them kill em!

Subject: Re: Dont Kill The Drivers!!!

Posted by [thrash300](#) on Tue, 02 May 2006 19:04:04 GMT

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BOINK

Subject: Re: Dont Kill The Drivers!!!

Posted by [MexPirate](#) on Tue, 02 May 2006 21:13:05 GMT

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thrash300 wrote on Fri, 28 April 2006 16:44 Blkfort Is right I mean If there is a game with 40 players, and say that you just desteroyed an apc with 3 ENJINEERS you might as well leave them and go after the base. If you kill them and start attackin the obolesk (Lets say you are on NOD) with a MLRS those enjineers will probably prevent you from doing so.

How are you gonna get the MRLS, and why attack the ob when you are on NOD??

Subject: Re: Dont Kill The Drivers!!!

Posted by [Tunaman](#) on Tue, 02 May 2006 22:44:36 GMT

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[BBFPirate wrote on Tue, 02 May 2006 17:13]thrash300 wrote on Fri, 28 April 2006 16:44 Blkfort Is right I mean If there is a game with 40 players, and say that you just desteroyed an apc with 3 ENJINEERS you might as well leave them and go after the base. If you kill them and start attackin the obolesk (Lets say you are on NOD) with a MLRS those enjineers will probably prevent you from doing so.

How are you gonna get the MRLS, and why attack the ob when you are on NOD??

I think he meant GDI... if you replace Nod with GDI it kinda makes sense.

Subject: Re: Dont Kill The Drivers!!!

Posted by [MexPirate](#) on Wed, 03 May 2006 08:02:31 GMT

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Ralphzehunter wrote on Wed, 03 May 2006 10:44[BBFPirate wrote on Tue, 02 May 2006 17:13]thrash300 wrote on Fri, 28 April 2006 16:44 Blkfort Is right I mean If there is a game with 40 players, and say that you just desteroyed an apc with 3 ENJINEERS you might as well leave them and go after the base. If you kill them and start attackin the obolesk (Lets say you are on NOD) with a MLRS those enjineers will probably prevent you from doing so.

How are you gonna get the MRLS, and why attack the ob when you are on NOD??

I think he meant GDI... if you replace Nod with GDI it kinda makes sense.

O RLY? thx for the clarification there

Subject: Re: Dont Kill The Drivers!!!

Posted by [Dover](#) on Wed, 03 May 2006 15:17:51 GMT

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"Remember, it's Nod, not NOD."

Wow that felt good.

Subject: Re: Dont Kill The Drivers!!!

Posted by [MexPirate](#) on Wed, 03 May 2006 15:50:54 GMT

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Oh snap - can't believe I did that. gg

Subject: Re: Dont Kill The Drivers!!!

Posted by [puddle_splasher](#) on Tue, 09 May 2006 06:36:22 GMT

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Dover wrote on Fri, 21 April 2006 14:10He means free infantry. Especially Engineers and Shotgun troopers, which are essential in base defense. The more then enemy has in the feild, the less they have in their base defending.

I would definatly kill the Mobius, or the Ravishaw, or the Nubjetier. But an engineer? Let him walk. My K/D ratio isn't that important to me anyways.

If I am an Engineer or a Hotty and you leave me in the field it is so simple to C4 yourself. This way I respawn back in base before you arrive.

Now I buy (providing I have points)Moby, Rav, Sydney, Sakura, Havoc and wait to own your little a\$\$e.

Subject: Re: Dont Kill The Drivers!!!
Posted by [Phazon87](#) on Tue, 09 May 2006 12:35:03 GMT
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That's a ridiculous argument to take, if we killed you then you'd respawn back even quicker and with more "APC-Killing RAGE".

Subject: Re: Dont Kill The Drivers!!!
Posted by [SoQBullet](#) on Fri, 12 May 2006 11:00:51 GMT
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[BBFPirate wrote on Fri, 28 April 2006 09:26]Ummm, engineer gives you a whopping 3 points for a straight kill -

lol i know what ur sayin, but sometimes there a 45 minute long game where u win by 1 point, so then the whoppin 3 points would help? lol.. but yeah, i wouldnt kill them myself at an early rush..