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Subject: keep the pressure on them

Posted by [futura83](#) on Wed, 30 Aug 2006 22:52:24 GMT

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i find it best to try and pin the enemies down in their own base, so any chance of escape means death for them.

most of the time, rushes are best, but if you have a few lights/meds at the entrance to the enemies base, with good support from engies, and if you hammer their harvy before it can unload, eventually, the enemies will have to resort to using lower tech units, and when they do this, you know it's time to rush in to destroy them.

if you are on a map with base defences that has a pp, take out the pp first, as it doubles cost, slows income, and disables the defence. what most people commonly do is go for the defences which will only disable difences. after that, it would be best to go for the barr/hon, then the WF/strip, cos once they have lost the barr/hon and wf/strip, the only thing they can buy is a beacon, which, if you have been good enough at defending, is useless to them as they cant get close enough to resorting.

generally, if you ever leave a base with just a ref and pp or just one of these, you'll find players giving up on marathon servers, but if it is AOW, and you are losing, take out the buildings as soon as possible!

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Subject: Re: keep the pressure on them

Posted by [PlastoJoe](#) on Wed, 30 Aug 2006 23:07:01 GMT

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While everything you say is true, I think that if you're able to keep them on the defensive inside their own base with good armor and engineer support (classic example being GDI at Nod's base on Under) then taking out the Refinery can be nearly as effective as taking out any of the other buildings. I've encountered this recently as I joined a few games in which we had already lost the Refinery.

When I began to go around fighting, I was unable to change to more advanced/helpful character classes (my customary Technician) and as a lowly Soldier or Engineer I was unable to buy good vehicles to augment my firepower until I made a lot of big-point kills of my own. My teammates were unable to donate because their reserves were running low replacing destroyed vehicles and repurchasing advanced infantry classes after they died. So I was essentially limited to working my way up one point/credit at a time either by fighting/dying a bunch of times or by point-whoring and leaving myself potentially vulnerable.

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Subject: Re: keep the pressure on them

Posted by [ghost](#) on Sun, 03 Sep 2006 02:59:40 GMT

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Just put pressure on them. Attack from all sides. Then when they are defending the all out attack, Just MRL/Arty any building visible from the main enternce. Also use a beacon in any side tunnels etc

Works everytime.

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