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

Posted by [FrAM](#) on Sat, 16 Jun 2007 15:50:50 GMT

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now there are the obvious points about why yes, but on base defence maps this will pretty much result in the enemy team camping therefore it will be extremely difficult to break through and get another building(unless u have very good teamwork).

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

Posted by [sadukar09](#) on Sat, 16 Jun 2007 15:54:25 GMT

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...? whats the point on this?

try harvy walking...it really pisses off the other team when u kill something...

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

Posted by [futura83](#) on Sat, 16 Jun 2007 16:36:57 GMT

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killing the WF can be very helpful, since you won't have to worry about masses, and only have to look out for gunner rushes (if its GDI)

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

Posted by [Quackpunk](#) on Sat, 16 Jun 2007 16:43:43 GMT

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no matter if the team camps or not it is always good to destroy the wf on a base defence map. when you do, there are many options. you can just arty whore all day on city or mesa with a few techies, and no matter how large the other team is it would be very hard to stop a 6 to 8 man flame or stank rush, without losing any buildings. yes it does take teamwork but ive seen it done over and over again on public servs

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

Posted by [npadul30](#) on Sat, 16 Jun 2007 18:13:56 GMT

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One time GDI lost WF in the first 3 min., but NOD was noobs and they kept rushing, but we kept camping out in front of the AGT and all of their rushes failed. (This was on C&C_Under)

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

Posted by [Spoony](#) on Sat, 16 Jun 2007 19:04:10 GMT

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Killing 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.

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

Posted by [sadukar09](#) on Sat, 16 Jun 2007 19:53:24 GMT

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Spoony. 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

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

Posted by [futura83](#) on Sat, 16 Jun 2007 23:05:27 GMT

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but, if the WF is down and GDI are camping, it means most of nods funds will be used for assault. if the nod team is smart enough, they will figure out to kill the gdi harvester which will starve gdi of funds since they are earning little.

Also, gdi camping means little worry of a base assault for nod...

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.

Subject: Re: on a marathon, killing weapons factory early...
Posted by [sadukar09](#) on Sun, 17 Jun 2007 11:32:30 GMT

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Yea specifically WHEN idiots on Nod may suggest a flame rush. What they dont know is GDI having a bunch of Mobius and PIC Sydneys...Not smart Only thing Nod could do at this time is may be a mass APC rush with multiple nukes against different buildings. Then ONLY if GDI is extremely coordinated, they will lose a building. (or 2) Or if vehs shells are enabled, Nod can mass light tanks.

Subject: Re: on a marathon, killing weapons factory early...
Posted by [Sccrscorer](#) on Mon, 18 Jun 2007 11:53:34 GMT

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no wf = nukes in apcs gg

Subject: Re: on a marathon, killing weapons factory early...
Posted by [Spoony](#) on Mon, 18 Jun 2007 14:29:40 GMT

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IronBalls wrote on Sun, 17 June 2007 05:03Problem in the game is that with WF gone, GDI will buy advanced infantry like PIC, Mobius, Havoc and last but not the least: Hotties! They do anyway, they just can't build tanks anymore which are more powerful and durable than any infantry.

Subject: Re: on a marathon, killing weapons factory early...
Posted by [EvilWhiteDragon](#) on Sat, 23 Jun 2007 13:03:03 GMT
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sadukar09 wrote on Sun, 17 June 2007 13:32Yea specifically WHEN idiots on Nod may suggest a flame rush. What they dont know is GDI having a bunch of Mobius and PIC Sydneys...Not smart Only thing Nod could do at this time is may be a mass APC rush with multiple nukes against different buildings. Then ONLY if GDI is extremely coordinated, they will lose a building. (or 2) Or if vehs shells are enabled, Nod can mass light tanks.

A good flame rush will kill a building before a hottie has time to get in it, so that shouldnt be a real problem, and PICs and mobs are powerfull, but then you would just lose 1 or 2 flames, not really a big deal, just as long as the others can keep attacking.

Subject: Re: on a marathon, killing weapons factory early...
Posted by [sadukar09](#) on Sat, 23 Jun 2007 13:28:17 GMT
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That only works if GDI doesnt have hotties camping in the dam AGT all day long though.

Subject: Re: on a marathon, killing weapons factory early...
Posted by [futura83](#) on Sat, 23 Jun 2007 13:49:24 GMT
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also, with flame rushes, people will see you coming and prepare by telling hotties to camp inside a likely target (ie PP or AGT)

Subject: Re: on a marathon, killing weapons factory early...
Posted by [sadukar09](#) on Sat, 23 Jun 2007 15:59:28 GMT
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thats y stanks are better or light masses!

Subject: Re: on a marathon, killing weapons factory early...
Posted by [R3N3G1DE](#) on Fri, 29 Jun 2007 20:16:20 GMT
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I wouldn't really go for the light masses, as they give out shells. Also there would be hotties that would repair the tank, which is a bad sign for Nod. (Only if shells were included)

Still, invisible or not, the attacking sounds tells you weather if the tanks are invading unless you don't got speaker.

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

Posted by [DutchNeon](#) on Thu, 05 Jul 2007 00:11:21 GMT

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Even if you have artys and tech, if you can get all the units to shoot 1 vech, and then on, the inf beats the artys, but i always get annoyed by pics, i never care about any units besides pics\ravs in vechs, which are annoying (techie reppgun beats ramjet's speed -> 1 on 1)

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

Posted by [bisen11](#) on Thu, 02 Aug 2007 08:26:50 GMT

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sadukar09 wrote on Sat, 16 June 2007 11:54...? whats the point on this?

try harvy walking...it really pisses off the other team when u kill something...

Fun tactic. But if WF is gone better try it fast cuz harvy is gonna be dead soon after and won't be remade.

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

Posted by [Jamie or NuneGa](#) on Thu, 02 Aug 2007 18:00:28 GMT

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nice bump... kill wf and odds are you win, so do it

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

Posted by [Renerage](#) on Thu, 02 Aug 2007 23:44:37 GMT

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NuNeGa wrote on Thu, 02 August 2007 14:00nice bump... kill wf and odds are you win, so do it Wrong.

More times then not, on a base with defences, other then city of course,

The team with the 1000's camping,
will win by points.

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

Posted by [bisen11](#) on Fri, 03 Aug 2007 23:49:16 GMT

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Renerage wrote on Thu, 02 August 2007 19:44NuNeGa wrote on Thu, 02 August 2007 14:00nice

bump... kill wf and odds are you win, so do it

Wrong.

More times then not, on a base with defences, other then city of course,

The team with the 1000's camping,
will win by points.

That's why Marathon > AOW. Don't have to worry about point whores.

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

Posted by [Renerage](#) on Fri, 03 Aug 2007 23:51:12 GMT

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bisen11 wrote on Fri, 03 August 2007 19:49Renerage wrote on Thu, 02 August 2007
19:44NuNeGa wrote on Thu, 02 August 2007 14:00nice bump... kill wf and odds are you win, so
do it

Wrong.

More times then not, on a base with defences, other then city of course,

The team with the 1000's camping,
will win by points.

That's why Marathon > AOW. Don't have to worry about point whores.

Sorry, but I don't have 4 hours to sit there, build a mass, try and organise a rush of idiots just to
end a game.

I'd rather end it, with a loss, and move on.

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

Posted by [bisen11](#) on Sun, 05 Aug 2007 04:33:47 GMT

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Yeah, that does happen sometimes. You don't have to stay the whole game though. To each their
own.

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

Posted by [Herr Surth](#) on Wed, 08 Aug 2007 12:06:00 GMT

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There is no such thing as pointwhoring.

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

Posted by [Renerage](#) on Fri, 10 Aug 2007 03:46:33 GMT

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Surth wrote on Wed, 08 August 2007 08:06 There is no such thing as pointwhoring.

Lol are you new?

How about on Complex when an MRLS can rape your base from their own, have a Techie in the Air, and they still hit it-

Pointwhoring.

How about on Mesa, Arty to PP or vice versa, while theres TONS of engineers repairing it.

Pointwhoring.

How about when the other team has NOTHING left, cept maybe a AGT thats powerless, and they come in with Sakuras, tape your low characters, and chose not to end the game?

Kill whoring.

How about .Dot on N00bstories, the infamous APC whore, who will tell you straight out, that the only reason he uses APC's, is because they are cheap point/kill whore Vehicles.

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

Posted by [Tunaman](#) on Fri, 10 Aug 2007 04:39:21 GMT

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thats why you kill them

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

Posted by [Renerage](#) on Fri, 10 Aug 2007 04:59:37 GMT

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Tunaman wrote on Fri, 10 August 2007 00:39 thats why you kill them

Well said. <3

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

Posted by [Spoony](#) on Fri, 10 Aug 2007 09:44:47 GMT

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Renerage wrote on Thu, 09 August 2007 22:46 Surth wrote on Wed, 08 August 2007 08:06 There is no such thing as pointwhoring.

Lol are you new?

no, he's right and you're wrong. 'Pointwhoring' is a word used by sore losers, end of story.

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

Posted by [sadukar09](#) on Fri, 10 Aug 2007 12:05:10 GMT

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Point whoring is, but kill whoring is NOT. How do you propose for a bunch of basics to go against a bunch of n00bjettters?

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

Posted by [Herr Surth](#) on Fri, 10 Aug 2007 13:51:59 GMT

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Who cares for Killwhores tbh? Its not like K/D means anything in a cw.

Quote:

Lol are you new? compared to the Elite, i am relative new. So probably yes.

How about on Complex when an MRLS can rape your base from their own, have a Techie in the Air, and they still hit it-

Pointwhoring.

Buy Arty/Stank/Flamer and kill it

How about on Mesa, Arty to PP or vice versa, while theres TONS of engineers repairing it.

Pointwhoring.

Buy Med and kill it

How about when the other team has NOTHING left, cept maybe a AGT thats powerless, and they come in with Sakuras, tape your low characters, and chose not to end the game?

Kill whoring.

Escape -> Change Team. Tell your clan to do so. Called "Giving up".

How about .Dot on N00bstories, the infamous APC whore, who will tell you straight out, that the only reason he uses APC's, is because they are cheap point/kill whore Vehicles.

who is .dot?

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

Posted by [Spoony](#) on Fri, 10 Aug 2007 14:36:05 GMT

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sadukar09 wrote on Fri, 10 August 2007 07:05Point whoring is, but kill whoring is NOT. How do you propose for a bunch of basics to go against a bunch of n00bjettters?

if the game's over to the point where I've got no option to buy tanks or advanced infantry (and winning on points seems out of the question), I'd simply stop fixing the last building and get another game going tbh...

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

Posted by [sadukar09](#) on Fri, 10 Aug 2007 17:28:02 GMT

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It doesn't really help if a bunch of people WON'T listen.

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

Posted by [BlueThen](#) on Fri, 10 Aug 2007 17:51:35 GMT

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sadukar09 wrote on Fri, 10 August 2007 12:28: It doesn't really help if a bunch of people WON'T listen.

Oh no! ^26666th post..

and this is the 26667th post. sorry for teh off topic.
