
Subject: hwo many more points do u get for shooting a building over r

Posted by [Anonymous](#) on Sun, 24 Mar 2002 09:27:00 GMT

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Subject: hwo many more points do u get for shooting a building over r

Posted by [Anonymous](#) on Sun, 24 Mar 2002 10:33:00 GMT

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I think it's twice as much or something similar. Not entirely sure.

Subject: hwo many more points do u get for shooting a building over r

Posted by [Anonymous](#) on Sun, 24 Mar 2002 11:16:00 GMT

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How the heck do I finish him off? He's got no more health but he just keeps going!Help a noob out here please

Subject: hwo many more points do u get for shooting a building over r

Posted by [Anonymous](#) on Sun, 24 Mar 2002 11:22:00 GMT

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i ahd that too, he was stuck on the upper ridge and he had hardly any health left, still he survived 4 ion cannon shots, weird huh?just try walking around a bit and shooting him some more

Subject: hwo many more points do u get for shooting a building over r

Posted by [Anonymous](#) on Sun, 24 Mar 2002 11:33:00 GMT

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about the same amount, at least when im flaming an agt and a hotwire is repairing it, the scores go up about the same amountnot twice as much, for sure

Subject: hwo many more points do u get for shooting a building over r

Posted by [Anonymous](#) on Sun, 24 Mar 2002 13:53:00 GMT

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before falling down.I have killed him 2 times (playing the campaign the second time now), both

times I succeeded by first using the Ion cannon then the redhand autolaser (one lasergun clip got him down after 4-5 Ion cannon rounds). Good luck, just make sure you turn around and give him a rocket, Ion cannon round or anything else very powerful, and he will back up and give you a chance to finish him off. Do not waste rifle ammo, only the laser, Ion cannon or rocket launcher, ammo until you find more. Hidden

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Sun, 24 Mar 2002 14:20:00 GMT
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It's nowhere near the same amount as for destroying buildings because if a team keeps pounding the other teams buildings while that team just keeps repairing the attacking team wins with a lot of points.

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Sun, 24 Mar 2002 14:40:00 GMT
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I believe you get points for the actual destruction of a building (and usually the offensive, if its winning will consistantly annihilate the defense).

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Sun, 24 Mar 2002 16:47:00 GMT
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or u take sumthing fast (example im using nod, it happend to me) like a buggy and if u c a apc coming your way just run into it, the apc just bounces away in circles and the towers and turrets kil it, then ppl come out and they still rnt close to the obilisk so u just try 2 run em over and give them another problem, works great

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Sun, 24 Mar 2002 22:52:00 GMT
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FRY THE SUCKER!! Thats all I did, pull out the flame thrower, target, then keep your finger on the button. try and target him in the head

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 00:17:00 GMT

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Ok all you GDI players listen up! If there are MORE than 6 players in a game then tell two of them to buy MRLS vec's and have them place there vecs either on the sides of the Advan Tower OR behind and to the sides I found it easy to kill Flame tanks with the MRLS.The flame has an advantage over Bullets and shells BUT NOT OVER MISSLES!

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 00:28:00 GMT

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i just kept running backwards and ponding him with rocketshe eventually fell after he jumped up in the ceiling

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 01:54:00 GMT

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Nope. You get 750 points for taking a building from full to zero health, but if someone took it to red and you finish it off you only get like 100. If there is a bonus for the actual destruction of the building it is very small.[March 25, 2002: Message edited by: Devon]

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 07:15:00 GMT

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Jobo --wait a minute -- someone actually reported enemy movement on your game?LOL --- must of been fun.....one game i was in -- two apc's went off --- loaded to the Nod base -- and two minutes later (Field map BTW) - in comes three flame tanks - and no one in the Apc's said a peep...sigh -- bye bye AGT.

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 09:11:00 GMT

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Flame thrower or chain gun shots to the head.

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 09:43:00 GMT

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Coordination is the way to defend the base... Use mubius to do the job. They are hell strong, and take out flamers pretty quickly! 2 of em is on great way to defend the base and on hotwire repairing

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 10:29:00 GMT

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just use medium and mrls. I was on mesa map and gdi was stuck on defense cause every min nod would send 4 flame tanks. and the thing about blockin apc with med tanks is fun. On hourglass i was defending the agt from a flame rush i backed up and i get something gets in my way, i turn around and see a nod apc in the yellow trying to get thru me

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 12:09:00 GMT

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I was playing on hour glass and as usual i thought no1 would win becuae its to hard to rush bases on this map (i was "Nod" Nod note i said Nod not NOD) Untill some yelled out FLAME rush to our team, i turned around and saw 4-6 flame tanks being dropped off at the airstrip so i bought i light tank to join in the upcoming action (its all i could afford) Anyway with that 1 rush of flame tanks we took down their AGT their tanks and the rest f the base and won about 10 mins into the game. Of course 1 or 2 flame tanks were destroyed though. My point is a team co-ordinated attack of flame tanks against an unco-ordinated team is pritty much unstoppable

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 16:02:00 GMT

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Orca's are going to kill flame tanks in the air unit maps. heh, just fly high and shoot long. Anyway, I prefer medium tanks and/or mammies to take out flame rushes (with the help of the agt of course)

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 16:05:00 GMT

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I somehow killed him with one hit with the PIC. I guess I got a head shot.

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 16:13:00 GMT

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air units will completely change the game vehicle wise. Even if they have paper for armour, they should be able to fly around the base and make great guards (if the snipers don't wipe them out in 5 shots).

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Mon, 25 Mar 2002 19:00:00 GMT
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oooooh I can't wait for the Orcas to be implimented.

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:29:00 GMT
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sniper headshots - never fails.

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:53:00 GMT
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when i did him, one shot right to the head with the ion cannon took him from full down to a sliver... then i forget what i used, maybe rockets

Subject: hwo many more points do u get for shooting a building over r
Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:35:00 GMT
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i found that the only way i could damage him was when he stopped and screamed, but maybe that's because i hit him... i dunno, but it took me three ion cannon shots before i killed him after he jumped up to the top...
