
Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:00:00 GMT

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When players take out the Refinery (NOD or GDI) in the first stages of the game that is when the men get seperated from the boys. Now players have to earn every credit they get..... No more camping out to get that Mammoth or Stealth tank, Ion Beacon or Nuke!

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:56:00 GMT

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Men from the boys eh? Ffft...Ill give you your men from the boys with my handgun engi. I dont need no stinkin credits.

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:48:00 GMT

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ditto, i am a deathdealin', powerplant blowin',handgun using engie as well

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:57:00 GMT

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killing weapons factory and the harvester has the same effectt, but sometimes is easier!but it is really annoying if the reffinery is down!

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 15:01:00 GMT

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I like to take out Power Plants first.

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 16:16:00 GMT

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i personally take out the refinery and pp the first at the same time, apc/tech/beacon, takes out 2 buildings

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 17:26:00 GMT

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Yes, if you have no weapons factory/airstrip you can't make any more harvesters. If you lose your refinery you don't get the 300 on harvester incoming, but still get ur 2 credits every second or so. WAIT, common sense tells me you lose the 2 credit a second with refinery, but vague memory tells me otherwise. I think u do lose the 2 a credit if you lose your power plant you can still get the 300 on harvester incoming, but only get 1 credit every second or so, instead of 2 I believe. Westwood also said that spawn times and vehicle build times are twice as long without a power plant, but that doesn't matter much anyways [April 12, 2002: Message edited by: H3liCat]

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 20:30:00 GMT

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How true. Its hard to take down the Refinery (or any structure for that matter) in the early game. Everyone is still in the base with low-level charcters. I get whooped like 75\% of the time when I try to take something down early-game. That is, unless, people agree to help me. One buys an APC, another buys a beacon, and a couple others buy middle-class characters. Then we have a force to be reckoned with

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 21:30:00 GMT

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Not with 2 engies on Island..

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Fri, 12 Apr 2002 23:12:00 GMT

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or one engy and any other char, or 3 chars. All you need is 3 timed c4 or 2 timed c4 anda remote

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Sat, 13 Apr 2002 00:27:00 GMT

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Wouldnt the same be true if the power was taken out...?

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Sat, 13 Apr 2002 00:33:00 GMT

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quote:Originally posted by StuntCorpse:Wouldnt the same be true if the power was taken out...? I guess so....I'm still really new to Renegade... Do you still get credits when the power is off-line?I just knw when free credits aren't dumping in you have to go out and earn what you get!

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Posted by [Anonymous](#) on Sat, 13 Apr 2002 00:39:00 GMT

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Yea you still get credits when the power is off but the cost of everything doubles. So ... they'd have to work twice as hard for everything except free characters and beacons.

Subject: Taking out the Tiberium Ref. seperates Men from Boys!

Posted by [Anonymous](#) on Sat, 13 Apr 2002 12:31:00 GMT

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If I had to choose to take out the refinery or the power plant, it would be a very hard decision. On one hand, you can destroy the power plant. This makes the opponent pay twice for everything and lose their main defenses(ie: Obelisk and AGT). However if the map is a non defense map, my favorite being volcano, then the decision is even harder. The refinery, on the other hand, means that they get no 2-credit-per-second bonus, which in itself along with credits for points, can furnish a smart player. They also lose a valuable 300 credit-per-minute(on most maps but longer on maps like city and shorter on maps like island). For most maps I choose going for the refinery simply for the strategy that after the desruction of the refinery you can sit back and "turtle" as we Ra2 players call it and defend their attacks while piling up points for destroying attacks and repairing buildings and vehicles. Opinionate this point of view as you please.
