
Subject: Which Building Would YOU Kill First?
Posted by [BlueThen](#) on Thu, 14 Sep 2006 01:23:30 GMT
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- A.) Refinery
 - B.) War Factory/Airstrip
 - C.) Power Plant
 - D.) Advanced GuardTower/Obolisk
 - E.) Barracks/Hand Of Nod
-

Subject: Re: Which Building Would YOU Kill First?
Posted by [Feetseek](#) on Thu, 14 Sep 2006 03:16:15 GMT
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E) or A), depending on the situation.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Dover](#) on Thu, 14 Sep 2006 05:46:18 GMT
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Depends on the map, but if It's possible to kill real quick (Before the first harvester dump), I'd go with the refinery. If not, than the barracks/hand of nod, because I think infantry are the difference between victory and defeat in Renegade.

Subject: Re: Which Building Would YOU Kill First?
Posted by [nukchebi0](#) on Thu, 14 Sep 2006 06:13:14 GMT
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Dover wrote on Thu, 14 September 2006 00:46 Depends on the map, but if It's possible to kill real quick (Before the first harvester dump), I'd go with the refinery. If not, than the barracks/hand of nod, because I think infantry are the difference between victory and defeat in Renegade.

Yeah. Enough expensive infantry can kill off beacon covering vehicles.

Refinery first, then don't pointwhore.

Subject: Re: Which Building Would YOU Kill First?
Posted by [jnz](#) on Thu, 14 Sep 2006 15:23:21 GMT
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i go for the pp

Subject: Re: Which Building Would YOU Kill First?
Posted by [futura83](#) on Thu, 14 Sep 2006 15:28:08 GMT
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help-linux wrote on Thu, 14 September 2006 08:23i go for the pp

same here; that way, they(the enemy) get double costs, slower income, and no base defence, which outweighs taking out any other building.

but if there were the ref, war factory(strip and wf) and a soldier factory(hon/bar) then i would take out the soldier factory

Subject: Re: Which Building Would YOU Kill First?
Posted by [danpaul88](#) on Thu, 14 Sep 2006 15:29:10 GMT
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Repair Facility

nah, j/k. Depends on the map, and how the game is being played, but if I had a choice..

On base defense maps -> the PP definatly, disables base defenses AND doubles purchase costs

On non-base defense maps -> Refinery, having no money can really cripple any team.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Ma1kel](#) on Thu, 14 Sep 2006 15:47:57 GMT
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F.) Your house.

Subject: Re: Which Building Would YOU Kill First?
Posted by [futura83](#) on Thu, 14 Sep 2006 15:49:28 GMT
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Ma1kel wrote on Thu, 14 September 2006 16:47F.) You're house.

too late

Subject: Re: Which Building Would YOU Kill First?
Posted by [Ma1kel](#) on Thu, 14 Sep 2006 15:50:40 GMT
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Ma1kel wrote on Thu, 14 September 2006 11:47F.) Your house.
Lies!

Subject: Re: Which Building Would YOU Kill First?
Posted by [PlastoJoe](#) on Thu, 14 Sep 2006 19:43:50 GMT
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I'd say power plant first on maps with defenses and War Factory/Airstrip on maps without defenses. Much easier to overrun a base when they don't have heavy armor defending it. Though in all cases it's nice to destroy the Barracks/Hand first since it still contains the pedestal and they can't just abandon it to defend other buildings like they can with anything else.

I generally prefer to toy with my enemies. If I get my way, I try to destroy the WF/Strip and Hand/Barracks before any other buildings, even with base defenses. Then the Power Plant, then the defenses (if any), then the Refinery to finish them off.

Subject: Re: Which Building Would YOU Kill First?
Posted by [RTsa](#) on Thu, 14 Sep 2006 20:22:36 GMT
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- 1) PP if playing a base defense map.
 - 2) Ref if at the very beginning of a map.
 - 3) Hon/Bar if they have a lot of money.
 - 4) WF/Air if all above are false.
-

Subject: Re: Which Building Would YOU Kill First?
Posted by [rs4015](#) on Fri, 15 Sep 2006 16:58:37 GMT
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i say base defenses if any,
i enjoy a challenge but at the same time i would like to know that i can crush my enemy without the worry of the bloody obelisk or agt shooting at my ass

Subject: Re: Which Building Would YOU Kill First?
Posted by [Spoony](#) on Fri, 15 Sep 2006 17:23:00 GMT

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Depends on the map, game size, and opportunity.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Berkut](#) on Fri, 15 Sep 2006 18:47:53 GMT

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I love being on Walls_Flying when the enemy Bar/HON has been tagged. The rest of the game is just a matter of target practice.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Veyrdite](#) on Sun, 17 Sep 2006 09:49:55 GMT

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i pfer the tib refinery as its normally near a tunnel, you can send an engine in to blow it up without getting shredded by base defences. the other team will become defencive and therefore wont earn any credits by killin ya, therefore wasting away to standard infantry.

this is different on a map with a tib silo of course, i'd choose to blow up the power plant on one of those for the same reasons.

and yes, they normally have the pp near a tunnel on a map with silos. well..... most maps....

Subject: Re: Which Building Would YOU Kill First?
Posted by [Tzar469](#) on Mon, 18 Sep 2006 03:27:24 GMT

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I would definately blow up the PP first. Then I'll take out the Ref. They can't purchace anything if the price is doubled and they don't get cash. It's an effective combination.

Subject: Re: Which Building Would YOU Kill First?
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 19 Sep 2006 01:05:24 GMT

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A mistake some people make is destroying the Weapons Factory first. It's useful at first, however there are tonnes of downsides to it.

Firstly, the team will eventually come together with some anti-tank weapons: PICS, Ravens, Gunners, mobius', you get the idea. A whole team with weapons like those would be able to tear apart tank rushes and air units.

The other team will get desperate. They'll start buying snipers to take out the infantry. However, it's likely that the team without a WF would have a couple snipers on their team as well, which

would counter that.

The third point is that killing the most expensive type of infantry will only earn you 100 points. However, a pack of infantry shooting vehicles would gain more than that. For example, minigunners. If soldiers shoot a tank with their rifle, they're able to get TONNES of points, while the tank would only get 2 or 3 points for killing the soldier.

So I conclude, if a team decides to kill the WF first, there is a good chance the other will win by points.

Subject: Re: Which Building Would YOU Kill First?
Posted by [PlastoJoe](#) on Tue, 19 Sep 2006 01:56:47 GMT
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If you're playing a game with a time limit.

I generally play marathon games because I believe that a team with a genuine advantage shouldn't lose just because they weren't harvy-whoring the whole game (not always the reason, but I'm trying to make a point). But you do make a good point if you are playing games with time limits.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Zion](#) on Wed, 20 Sep 2006 19:12:02 GMT
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The Hand of Nod/Barracks and the Weapons Factory/AirStrip since what's the use of having money/power if you have nothing to spend/use it on?

Subject: Re: Which Building Would YOU Kill First?
Posted by [Tzar469](#) on Tue, 26 Sep 2006 05:23:35 GMT
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Merovingian wrote on Wed, 20 September 2006 12:12The Hand of Nod/Barracks and the Weapons Factory/AirStrip since what's the use of having money/power if you have nothing to spend/use it on?

They can still get beacons. Your team can still lose.

Sometimes I get the ref first. What's the use of Hand of Nod/Barracks and the Weapons Factory/AirStrip if you don't have any money to spend?

Subject: Re: Which Building Would YOU Kill First?

Posted by [w0dka](#) on Tue, 26 Sep 2006 15:06:29 GMT

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tzar469 wrote on Tue, 26 September 2006 00:23

What's the use of Hand of Nod/Barracks and the Weapons Factory/AirStrip if you don't have any money to spend?

What'S the use of a Reff/PP if you can't spend your money for vehicles/infs?

And Beacons, its very hard to get with only standart infantry throught base defenses espacially for Nod the AGT kills like one to three dozens of soldiers.

If i have the choice to destroy a building i blow it up. No matter what it is and what it does. But if I can choose my target because all enemys are away i usually blow pp or ref... on walls as GDI sometimes even the HoN ... no SBH's Sakuras in this map are a huge disadvantage ...

Subject: Re: Which Building Would YOU Kill First?

Posted by [Ryu](#) on Tue, 26 Sep 2006 16:52:48 GMT

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I remember being on Nod on C&C_Field , we lost HON and still won

I personaly Hate the pp, It goes first!

Subject: Re: Which Building Would YOU Kill First?

Posted by [puddle_splasher](#) on Thu, 28 Sep 2006 16:01:29 GMT

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Just be wary about leaving the BAR/HON intact. Try to take it as early as possible.

If you leave it to late they will base camp and destoy anything that you bring in.

Helos are dead by snipers, tanks by Sydney, soldiers by Moby and so on.

Oh dear!

Subject: Re: Which Building Would YOU Kill First?

Posted by [jnz](#) on Thu, 28 Sep 2006 16:13:52 GMT

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puddle_splasher's sigPuddle without a beer is like a fire-engine without water.

ROFL ... just ROFL.

on i always take out the Bar/HON at the very start of the game

Subject: Re: Which Building Would YOU Kill First?
Posted by [mision08](#) on Thu, 28 Sep 2006 18:52:42 GMT
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[NEFobby[GEN] wrote on Mon, 18 September 2006 20:05]A mistake some people make is destroying the Weapons Factory first. It's useful at first, however there are tonnes of downsides to it.

Firstly, the team will eventually come together with some anti-tank weapons: PICS, Ravs, Gunners, mobius', you get the idea. A whole team with weapons like those would be able to tear apart tank rushes and air units.

The other team will get desperate. They'll start buying snipers to take out the infantry. However, it's likely that the team without a WF would have a couple snipers on their team as well, which would counter that.

The third point is that killing the most expensive type of infantry will only earn you 100 points. However, a pack of infantry shooting vehicles would gain more than that. For example, minigunners. If soldiers shoot a stank with their rifle, they're able to get TONNES of points, while the tank would only get 2 or 3 points for killing the soldier.

So I conclude, if a team decides to kill the WF first, there is a good chance the other will win by points.

That is especially true at city.

I like the path of least resistance.

I am fond of killing the refinery on an initial rush.

I like to hit the base defenses instead of the power plant, on maps that are applicable. Not including city if i am on Nod. I'll go for the power plant with a buggy.

Subject: Re: Which Building Would YOU Kill First?
Posted by [crazfulla](#) on Sat, 07 Oct 2006 10:41:00 GMT
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On base defence maps, the PP is too predictable. Ref is always my favourite target on Volcano, Complex, Canyon, City(flying), Walls, Islands. Under, Field and Hourglass you just rush whatever you can lol. Those maps turn into such a slug fest at times.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Renegade](#) on Wed, 11 Oct 2006 03:24:23 GMT
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Hand of Nod/ Barracks if its easiest to get to/ the teams smart and is killing the shit out of your

tanks.

Or, in most cases i like taking out refinery.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Canadacdn](#) on Wed, 25 Oct 2006 23:48:51 GMT
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It depends on the map, I'd usually kill the PP first, because it has the most crippling effect in my opinion. If the map has no PP, my second choice would be the ref.

Subject: Re: Which Building Would YOU Kill First?
Posted by [fl00d3d](#) on Thu, 26 Oct 2006 02:20:42 GMT
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[NEFobby[GEN] wrote on Mon, 18 September 2006 21:05]A mistake some people make is destroying the Weapons Factory first. It's useful at first, however there are tonnes of downsides to it.

Firstly, the team will eventually come together with some anti-tank weapons: PICS, Ravs, Gunners, mobius', you get the idea. A whole team with weapons like those would be able to tear apart tank rushes and air units.

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So I conclude, if a team decides to kill the WF first, there is a good chance the other will win by points.

My initil thoughts were "Depends on the map". But putting that obvious response aside, this ^^ is the next best/accurate explanation. Whenever I coordinate rushes in pub servers I always convince the team to go after the base defenses first (less expected than power plant) then immediately for the barracks/HON. My reason is because once the base defenses are down (or a situation arises similar to what Fobby described above) people will just camp with infantry and rape you for points. And the only recovery is taking out their harv so they have no more money flow and whoring their base/snipers.

But any experienced player will tell you that each map has its strategy. And any experienced clanner (organized games) will tell you that every map's strategy can be changed based on your

oponent. There is a hierarch for each map and the order can be changed depending on the first 5 minutes of the game. But donations aside (so that there aren't quick rushes) I would say taking out the barracks/hand is a definitely plus ... slows down repairs which means more players are needed to counter-balance one vehicle which = more likelihood of taking out another building.

Subject: Re: Which Building Would YOU Kill First?
Posted by [IronWarrior](#) on Fri, 27 Oct 2006 23:00:41 GMT
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SpyGuy246 wrote on Thu, 14 September 2006 15:43I'd say power plant first on maps with defenses and War Factory/Airstrip on maps without defenses. Much easier to overrun a base when they don't have heavy armor defending it. Though in all cases it's nice to destroy the Barracks/Hand first since it still contains the pedestal and they can't just abandon it to defend other buildings like they can with anything else.

I generally prefer to toy with my enemies. If I get my way, I try to destroy the WF/Strip and Hand/Barracks before any other buildings, even with base defenses. Then the Power Plant, then the defenses (if any), then the Refinery to finish them off.

I agree with this, I do the same, I like toying with the team, remove the war or air then sniper/apc whore them for abit, then when they get abit cocky, end them.

Subject: Re: Which Building Would YOU Kill First?
Posted by [puddle_splasher](#) on Sat, 28 Oct 2006 09:45:04 GMT
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tzar469 wrote on Tue, 26 September 2006 00:23Merovingian wrote on Wed, 20 September 2006 12:12The Hand of Nod/Barracks and the Weapons Factory/AirStrip since what's the use of having money/power if you have nothing to spend/use it on?

They can still get beacons. Your team can still lose.

Sometimes I get the ref first. What's the use of Hand of Nod/Barracks and the Weapons Factory/AirStrip if you don't have any money to spend?

You are all missing the point.

You have the money and they dont. You Have all base defences, vehicles and soldiers. If they get near your base with a beacon then you are all noobs with no teamplay and you deserve to be beaten.

The use of the HON/BAR after the REF is gone is still the one tactic that will beat you. the snipers are available for hitting INFANTRY/MLS/ARTY/BIKES/BUGGY/HUMMVEE etc.....

The MOBYS/SYDNEYS etc..... are all available to rip your vehicles apart.

All infantry and vehicles to stop beacons being used.

They will base camp and repair buildings until they have enough money to buy any of the above.

This proves that the BAR/HON needs to fall as soon as possible.

Subject: Re: Which Building Would YOU Kill First?
Posted by [BlueThen](#) on Sat, 28 Oct 2006 17:36:47 GMT
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Lol, people are bumping my old topic.

Subject: Re: Which Building Would YOU Kill First?
Posted by [Tzar469](#) on Sat, 28 Oct 2006 23:38:33 GMT
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puddle_splasher wrote on Sat, 28 October 2006 02:45tzar469 wrote on Tue, 26 September 2006 00:23Merovingian wrote on Wed, 20 September 2006 12:12The Hand of Nod/Barracks and the Weapons Factory/AirStrip since what's the use of having money/power if you have nothing to spend/use it on?

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All infantry and vehicles to stop beacons being used.

They will base camp and repair buildings until they have enough money to buy any of the above.

This proves that the BAR/HON needs to fall as soon as possible.

Your example is from a map with base defences. On maps like that the air/wf will need to be destroyed first. Anyways, it's not like the team with the refinery can't get any of the characters/vehicals. Whatever they get, you can counter because you have the money. The other team can't afford to lose anything. If they get infantry, then you get snipers. If they get vehicals (which is less likely, considering the cost of them) then you get PIC/ Raveshaw.

Subject: Re: Which Building Would YOU Kill First?
Posted by [DVDDVD](#) on Sun, 29 Oct 2006 04:07:41 GMT
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bluethen wrote on Sat, 28 October 2006 11:36Lol, people are bumping my old topic.

Its a good debate. I would say the PP, then the Ref, then the vehicle generator building.

Subject: Re: Which Building Would YOU Kill First?
Posted by [jnz](#) on Sun, 29 Oct 2006 20:58:59 GMT
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yeah, i would get:

- 1) power generating building
 - 2) money generating building
 - 3) people generating building
-

Subject: Re: Which Building Would YOU Kill First?
Posted by [Dave Anderson](#) on Sat, 04 Nov 2006 02:55:12 GMT
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I would kill the building that is not being guarded.

Subject: Re: Which Building Would YOU Kill First?
Posted by [w0dka](#) on Sun, 12 Nov 2006 16:02:00 GMT
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Nod Turret! and then run in fear!

Subject: Re: Which Building Would YOU Kill First?

Posted by [nopol10](#) on Fri, 24 Nov 2006 01:59:56 GMT

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Hand Of Nod/Barracks.

I was on Nod once in C&C_NightOX and GDI's WF was gone. They won by rushing our base with Mobiuses lol.
