Subject: Think POINTs, without POINT WHORING
Posted by Gizbotvas on Mon, 07 Apr 2003 23:07:06 GMT
View Forum Message <> Reply to Message

You know how many points a stealth tank or an orca gives off? Each bullet from a free character gives big points. Now, if the orca kills the minigunner, he gets...oh one point.

If your team is down on points, get free charcters and shoot at expensive equipment. A grenadier makes big points against a building, a minigunner gets rich shooting at Stanks, and DONT BUY A 1000 CREDIT SNIPER just to shoot at choppers if your team is down in points (the sniper gives the other team 100 points).

For example. If I need money on HOURGLASS, I get a flamethrower or grenadier and hunt snipers in the tunnels. The free guys dont last long, but they aren't supposed to. Flame up a Havoc for a few seconds, and get 50 points, he kills you- thats right- he gets one point.

Don't always get the most expensive character or mech because you can afford it. If you are behind in points, play smarter, use free or inexpensive units that do not give up points.

Subject: Think POINTs, without POINT WHORING
Posted by Gizbotvas on Mon, 07 Apr 2003 23:09:42 GMT
View Forum Message <> Reply to Message

One more thing.

Nothing makes me roll my eyes like the n00bs that feed the enemy one Tank at a time.
The solo-APC rush works a lot. The solo tank rush- not so much. If your team is behind in points, remember that I am the minigunner on the other team chewing your tank armor up for 60 or 70 points. Kill me-get 1 point.

Subject: Think POINTs, without POINT WHORING
Posted by Homey on Tue, 08 Apr 2003 00:33:33 GMT
View Forum Message <> Reply to Message

hourglass as gdi get havoc and sit in back of ur base and snipe artys and stanks

---

Subject: Think POINTs, without POINT WHORING
Posted by Scythar on Wed, 09 Apr 2003 13:14:07 GMT
View Forum Message <> Reply to Message

Yep Giz is right, there is a simple rule when it comes to winning in points: It doesn't matter how much you get points if you give the enemy the same amount or more. Many players seem to think that it helps to rush with mammoth, like "Whee I managed to get 500 points from that rush", when

they actually gave 650 to enemy snipers and other units.

Subject: Think POINTs, without POINT WHORING
Posted by kawolsky on Thu, 10 Apr 2003 21:34:04 GMT
View Forum Message <> Reply to Message

Or on hourglass you get flamer or soldier and sit up top shooting harvy,
this is best to do at begining of game.

Subject: Think POINTs, without POINT WHORING
Posted by Ferhago on Tue, 15 Apr 2003 13:09:55 GMT
View Forum Message <> Reply to Message

I dont know about you but I found an almost foolproof way of getting big points fast on field. Get a
sniper, it doesnt matter which and shoot the hell out of anything on the enemy team regardless of
whether your doing damage or not. I rake up huge ass amounts of points doing this.

Subject: Think POINTs, without POINT WHORING
Posted by Bassoonboy on Tue, 15 Apr 2003 21:50:54 GMT
View Forum Message <> Reply to Message

another good way to get points is to defuse beacons. one game the only reason that we won with
only the barracks left was that nod tried to nuke us about 15 times. also they had sakuras outside
our base that we rushed with soldiers. that was a sweet game