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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre

Posted by [AoBfrost](#) on Fri, 21 Sep 2007 13:23:23 GMT

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Goztow I have lost over 80 matches on cnc3 (recently I have been better and won all my matches) i used to build crane first, the best is to build pp>barracks>crane just to have a small defense of riflemen and rocket soldiers, it only takes like 10 seconds to build.

advantage? I had no advantage, itold you to make like 400 refs and you only made 2-3, I had 7 refs total and a income of 20k constantly while building mamies, juggernauts, apc's, pred tanks, and 20 pitbulls.

"wow so powerful! small and simple the wayi like it"

what? All i did was build a sonic emmitter and it killed your buggies lol.

Oh I beat troop in a cheap way, I sent like 8 sniper teams to his base and used juggernauts cordinates from snipr team to attack the MCV, he didnt build crane :/ so I easilly killd the MCV in 2 shots.

people always said GDI sucks on cnc3, they dont after I found out about juggernats special power, they can fire anything anywhere, it's like b2b but not cheating.

Goztow wrote on Fri, 21 September 2007 05:38As said: Trooprm clearly said he is a newb for this game. Moreover, you totally fail Frost because you play on a map with an overflow of money and with 3 mcv's to start with apparantly.

C&C3 is already huge spam but with these kind of maps, it becomes really ridiculous.

Hmmm...i build 1 mcv to make more sonic emmitters since only mcv's can make defenses, and I hyad 1 crane, troop could have made more if he wanted to, and we both had infinite tiberium, I asked him if custom was ok and he agreed, I would still play EA made maps if he said no customs, some people dont want custom because they are afriad if the map is scripted to have player 1 have infinite health or money, while player 2 has nothing, but my map was fair, you start with mcv, infinite tiberium, and there are tib spikes and turrets to capture for more money and defense.

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