
Subject: Time To Admit Something...

Posted by [Renegade](#) on Thu, 08 Feb 2007 09:13:59 GMT

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Honestly, Ive Never Done A 1 Vs 1 ,

So I dont Even Know How To Defend Against Them Properly, Or Even Conduct One Properly.

I know, pathetic eh?

If Anyones Willing To Play Me In-Game And Give Me A Fast Tutorial Of How To Conduct One Properly, That Would Be Greatly Appreciated.

Subject: Re: Time To Admit Something...

Posted by [Spoony](#) on Thu, 08 Feb 2007 09:51:46 GMT

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if you wanna pick a map I'll give some hints on what to do on them...

Subject: Re: Time To Admit Something...

Posted by [jnz](#) on Thu, 08 Feb 2007 18:05:28 GMT

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generally what i do is:

if the map has defences, get a player that can hurt building but is also the cheapest. start hitting the building, make that other person repair it while your hitting it. then then you get loads of money. run into the defence to return to base.

get an arty or mrls and start hitting his buildings. when he starts repairing one, move to the next. keep him moving from building to building.

if it is a non-base def map, get a engi(free) and plant C4 on a mct. detonate it(killing yourself in the process).

you then have time (and more money) then he does, because he has to repair that building. you can get an apc, lay a nuke or something on one of his buildings. defend it with the apc. then bye bye building. make sure you do it on the solder factory.

with no solder factory he will be crippled. and you will find that a rush with a flamer or apache or something will finish him off.

im sure someone out there will !n00b me for that, but it works for me

Subject: Re: Time To Admit Something...
Posted by [fl00d3d](#) on Thu, 08 Feb 2007 18:48:10 GMT
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What's a soldier factory?

Subject: Re: Time To Admit Something...
Posted by [jnz](#) on Thu, 08 Feb 2007 18:48:51 GMT
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bar / hon

Subject: Re: Time To Admit Something...
Posted by [ballstein](#) on Thu, 08 Feb 2007 21:15:39 GMT
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fl00d3d wrote on Thu, 08 February 2007 12:48: What's a soldier factory?

lol

Subject: Re: Time To Admit Something...
Posted by [MrWiggles](#) on Thu, 08 Feb 2007 23:28:20 GMT
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gamemodding wrote on Thu, 08 February 2007 12:05: generally what i do is:

if the map has defences, get a player that can hurt building but is also the cheapest. start hitting the building, make that other person repair it while your hitting it. then then you get loads of money. run into the defence to return to base.

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im sure someone out there will !n00b me for that, but it works for me

hey you are really dumb

Subject: Re: Time To Admit Something...
Posted by [trooprm02](#) on Fri, 09 Feb 2007 01:23:41 GMT
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Why am I not surprised? Oh ya, anime

Subject: Re: Time To Admit Something...
Posted by [Renegade](#) on Fri, 09 Feb 2007 06:52:43 GMT
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If, i was honestly playing someone- wrong or not, this would be my first time strategy.
I would play defencive.....mining the tunnel entrances where they cant see them, If It was a map without base defence-
I would rush their HON/Bar with A Lvl Two Engi () Until i blow it up...
Then, as my timed went off- stay by it so it killed me. Hopefully this would give me enough money to get a better tank, and if he was attacking my own base....maybe a mobi...
With that tank, i would hit their refinery next....then the pp, last their Tank building.

Problems with this strategy-

It leaves me open for my own rush, I.E Nuke....
Im probably not good enough with a mobi to take out a SKILLED tank driver....
I may not be fast enough- his strategy may be faster.

Suggestions?

Subject: Re: Time To Admit Something...
Posted by [Spoony](#) on Fri, 09 Feb 2007 06:54:12 GMT
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I'll give you all the suggestions you want if you pick a map...

Subject: Re: Time To Admit Something...
Posted by [Renegade](#) on Fri, 09 Feb 2007 06:56:40 GMT
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Sure- Maybe, a FAST run through for the basic ones?
Under
Complex

Walls
City
Islands
Hourglass

None of the new ones...since i wouldnt play them until i actually play them myself.

Subject: Re: Time To Admit Something...
Posted by [Ryu](#) on Fri, 09 Feb 2007 07:26:04 GMT
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trooprm02 wrote on Thu, 08 February 2007 19:23Why am I not surprised? Oh ya, anime

Anime? Were the fuck does anime come into this topic?

Subject: Re: Time To Admit Something...
Posted by [Goztow](#) on Fri, 09 Feb 2007 08:13:18 GMT
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Usually an offence tactic > defensive tactic on 1v1.

Subject: Re: Time To Admit Something...
Posted by [Spoony](#) on Fri, 09 Feb 2007 09:40:22 GMT
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Under - GDI

Go kill the harv at the start - either two trips with an engi, or a grenadier. Defend yours as well. Get a med ASAP. If you killed his harv you'll easily be able to get on his airstrip before he gets a stank out. He'll probably get an arty or a light tank. If he gets a light tank, just go back and get a hotwire - med/hotwire cannot lose against a light tank since you can just repair over him. If he gets an arty, fall back onto the field and force him to come out (you should have a points lead from hitting the harv+strip at this point)

If you see/suspect he has a stank, just go back to your base entrance with a med.

Another possibility is getting a fast APC, but don't rush with it - just get points off the harvester, then trade it for a med later on. APC is pretty effective against an arty if you keep your distance.

Don't think about rushing at all until you know he has no money.

Under - Nod

Again, try to kill his harv (need to make two trips with an engi) and defend yours. Stanks are unwise - arty is better, light tank CAN work in the early game as well, but not later when he can have a hotwire as well as his vehicle. Position your arty behind the rocks next to the red bunker and hit his harv - the points situation will force him out. You need to kill his vehicle (not easy, GDI has the advantage on Under). If you do and he has no money, you can move up and hit his WF.

Forget about stanks until you have a good points lead and money to spare. If you get a stank and you don't have a points lead he'll just camp in base with a med.

Complex

Pretty much anything goes on this map. Quick thinking is more important than actual strategy... just be extremely offensive with whatever vehicle you feel like using.

Walls

City

^^ you mean ground or flying?

Islands

Mostly tech/hotwire work... don't play defensively, just keep rushing. I wouldn't even get a vehicle until you kill a building.

Hourglass - GDI

Get a fast MRLS and take the hill. He'll probably take the hill with an arty, you need to kill it or he'll just own your powerplant. Once you kill it you'll probably be somewhere near affording a med tank - if you aren't, just hit the refinery until you can. Then go back and get a med.

If you know where he is, stay on the hill and hit the Hand. If you don't, move back to the guard tower. A med in base beats anything Nod has, just don't let him surprise you.

Hourglass - Nod

Either start off by getting an arty or a light. Rushing the AGT with a light is risky, but if he gets an MRLS to start off, it can pay off. Otherwise just hit stuff with an arty. Eventually he'll get a med - you need a points lead before he does, otherwise he has no need to leave base with it. If he has a points lead and can afford a med tank, you've basically lost...

Subject: Re: Time To Admit Something...

Posted by [trooprm02](#) on Sat, 10 Feb 2007 01:35:50 GMT

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Again, Spooky does have an advantage because he has played alot more games. You learn the order of every map after playing it over and over again, then it just becomes routine.

Subject: Re: Time To Admit Something...

Posted by [Sniper_De7](#) on Sat, 10 Feb 2007 01:37:38 GMT

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play about 20 games and you'd know the tactic the hard part is being able to be good in a vehicle enough to beat the other player.

Subject: Re: Time To Admit Something...
Posted by [StoneCold](#) on Sat, 10 Feb 2007 04:09:31 GMT
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trooprm02 wrote on Fri, 09 February 2007 19:35 Again, Spooky does have an advantage because he has played alot more games. You learn the order of every map after playing it over and over again, then it just becomes routine.

good u atleast admit being inbred compared to Spooky who is more alot better than u nub so u would be wasting ur time playing him cause he would wipe the floor with u no matter the map/side

Subject: Re: Time To Admit Something...
Posted by [trooprm02](#) on Sat, 10 Feb 2007 04:25:11 GMT
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Dont hate me cuz im better than you and your cheating clan. If you deny your clan cheating, how come all of a sudden, I proved the leader (your neighbor) is a cheater, and BOOM suddenly a new leader? exactly, [ZT]=PWN'D

Subject: Re: Time To Admit Something...
Posted by [Ryu](#) on Sat, 10 Feb 2007 04:31:52 GMT
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But where does anime come into this topic?

Please tell me, I'm dieing to know.

Subject: Re: Time To Admit Something...
Posted by [trooprm02](#) on Sat, 10 Feb 2007 04:33:48 GMT
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that cheeky guy likes anime and says he has enver done a 1vs1, anyone who watches anime cant be taken seriously, hence 1vs1 is serious

Subject: Re: Time To Admit Something...
Posted by [Ryu](#) on Sat, 10 Feb 2007 04:36:24 GMT

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OMG, That's the most retarded thing I have ever heard.

Subject: Re: Time To Admit Something...
Posted by [StoneCold](#) on Sat, 10 Feb 2007 14:45:21 GMT
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^

Subject: Re: Time To Admit Something...
Posted by [trooprm02](#) on Sat, 10 Feb 2007 23:12:43 GMT
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Alex wrote on Fri, 09 February 2007 22:36OMG, That's the most retarded thing I have ever heard.

Im getting the sense you dont 1vs1 either. Correct me if im wrong

Subject: Re: Time To Admit Something...
Posted by [Renerage](#) on Sun, 11 Feb 2007 04:48:08 GMT
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trooprm02 wrote on Fri, 09 February 2007 23:33that cheeky guy likes anime and says he has enver done a 1vs1, anyone who watches anime cant be taken seriously, hence 1vs1 is serious

Dude, are you fuckin retarded?

So wait- because i watch shows like Naruto, DBZ, Escaflowne, And Animie In general, im lying?
Are you fucked?

Ive never ONCE said on these forums that ive EVER done a 1 vs 1.

At least i wouldnt dodge every person thats dodged me, Me and Mex have been having troubles getting our schedules the same.

When They are, ill play them.

Who the fuck are you to even talk to me?

I dont like you, no one likes you, you should be banned.

YOU talk nothing but shit, cant back it up unless against BAD players, and when you win against SHIT players, you think your fucking god.

Grow up stupid fuck.

Troop, you just got served

Subject: Re: Time To Admit Something...
Posted by [RRkiller](#) on Sun, 11 Feb 2007 05:30:05 GMT
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Hey troop (or dipshit, whatever your called these rene drama days) anime or no anime, doesnt change how you play... hell I watch Family Guy and Futurama and some other shows, I do 1v1s, cheekay: hoorah!

Subject: Re: Time To Admit Something...
Posted by [Ryu](#) on Sun, 11 Feb 2007 13:52:19 GMT
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trooprm02 wrote on Sat, 10 February 2007 17:12 Alex wrote on Fri, 09 February 2007 22:36 OMG, That's the most retarded thing I have ever heard.

Im getting the sense you dont 1vs1 either. Correct me if im wrong

Rofl, Sure, 1v1 np anytime.

Subject: Re: Time To Admit Something...
Posted by [trooprm02](#) on Sat, 17 Feb 2007 00:59:29 GMT
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feb 17th, (tomorrow) I will prob be on after 6pm (GMT-5)
please dont dodge