
Subject: Rush defence on Mesa as Nod for n00bs
Posted by [Anonymous](#) on Sun, 28 Jul 2002 23:38:00 GMT
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On mesa the PP and the Hand are very close to the tunnel and in every game the GDI will rush Air Strip or PP and Hand. If not careful with defence it will be gone in no time at all. There are two ways to stop GDI rushing.1. Try to occupy the tunnel with Art and Light tank and force GDI on to defence. There is osme nasty spot that can attack the War Fact and you can hit all the new build tanks and is possible to kill it before any one can get into it. The art and Light tanks need to have Tech supporting them. Engineer is not enough.2. This is when Nod is on the defence. GDI will come from the the air strip and the tunnel and keep bombarding all the building that they can see. It is extremely hard to clear the tunnel and occupy it. Need to have 2 Light tank on the side of the tunnel exit with the turret able to fire into the tunnel and tech support. When ever an APC of Med tanksare trying to push through ram right into them and let the Obe kill them. Your only purpose is to slow them downbefore they can turn the corner just outside of the exit or even getting close to the building entrance. The air strip wil need art, light and stealth tank to defend. Light and art do the long range attack and use stealth to block the entrace of the air strip.
