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Subject: siege warfare

Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:50:00 GMT

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i've seen this done, more so by the gdi, and it doesn't work on all maps. the idea is as old as warfare itself. on maps that have a confined access to enemy bases, you don't have to rush in to win. simply put some tanks outside of range of the obelisk and wait for anything to come out. by doing this you choke off the enemy's ability to maneuver and you make him purely defensive. i've seen this on under quite often so it's not my idea, but i've never seen it posted either. i was playing once as nod and the gdi had several tanks outside the base, including one that was doing nothing but firing it's missiles into the nod's tunnel entrance. nothing could come out and the harvester was toasted time after time. needless to say it was very frustrating for my team and the gdi won easily. just remember to have some engies repairing you constantly cuz i guarantee the enemy will try again and again to break the siege...

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