
Subject: Spooky's Strategy Guides: Field

Posted by [SuperTech](#) on Thu, 30 Dec 2004 21:12:31 GMT

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Good article.

If you are GDI on this map you really have to watch the SBH harvey walking and nuking your AGT. I've seen it so many times. Since you get 300 points per disarm on nukes I would also have someone stay at the GDI base to guard against this as NOD can nuke every building but the WF without GDI really knowing.

If I'm on NOD and GDI has you boxed in, I get an arty and park my butt behind the wall next to the HON. I can easily slam meds, but they cannot slam me. Usually havocs will come out, so I just back up a bit, repair real fast and go back in. You can rack up lots of points this way.

In terms of an enemy having powerful and expensive weapons....if your offense is really great and coordinated, it doesn't matter. Take a flame rush on Hourglass as an example. Multiple flamers can take down the AGT before a med can toast the flamer. I've seen that happen many times!
