

---

Subject: Spooky's Strategy Guides: Field

Posted by [flyingfox](#) on Fri, 31 Dec 2004 04:45:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Good stuff, but you forgot a couple of things. What if you're Nod, in the field with vehicles and GDI plants an ion by your ref? You must have somebody defend because you couldn't get back to the base on time.. also, when you're by the GDI bunker with an arty, they sometimes send an engineer through the tunnel, down the hill and around to remote your arty (i've done it before). They could also do this before they rush with meds.

Plus APCs, hummvees and mammoths weren't mentioned. Now what if you were to send a bogus APC out of the GDI base (maybe with a hotwire) and send the meds right after to make them believe you're rushing their base with an APC, but they have no time to stop it due to the urgency of your meds.

Also if you want co-ordination, try doing the above at the SAME time somebody plants an ion at the ref. Now you're really fucked. Either the meds die and the apc survives ir the apc dies but the meds win. you'll probably lose the ref.

---