
Subject: Re: Noobs on Field

Posted by [m1a1_abrams](#) on Thu, 23 Mar 2006 23:58:19 GMT

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

Funny thing is, it's really easy to take back the field with proper teamwork, but that never happens... speaking for public servers at least. It's only a prolonged siege that is really tough, because you aren't getting extra cash from the Harvester to pay for new tanks. I say tanks because tanks are the only thing that will break out of a siege situation, since they have enough armour to drive through the choke point splash damage... not that you shouldn't follow the tank charge with infantry of course, once the enemy vehicles have redirected their fire from the choke point. So yeah, if your team all buys Medium/Light Tanks and drives out in formation, hitting the same enemy vehicles until destruction, you're almost guaranteed at least temporary control of the field again. There is a disadvantage to holding the field that isn't mentioned too often, which is that it's quicker to replace battlefield losses when the fighting is happening closer to home. That's why I say the real problem is in prolonged sieges where you can't afford to keep sending more waves of tanks out there.
