
Subject: 1v1 Strategies: Field

Posted by [\\$nip@h](#) on Fri, 30 Jul 2004 16:02:44 GMT

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spoonyratflyingfoxl liked reading your strategies but I have 1 question. You said an arty should beat a med close to the arty's base. But you later said a med can pin a Nod player in their base effectively this way.

From my experience on field the med can dish more damage to the arty, since neither player will miss at that range. So the arty'll be forced to retreat every time. BUT, if the arty does some damage, retreats and techs his arty quickly (not necessarily to full health), he can win because the hotty won't be able to repair her med at the same rate.

It becomes complex with good players because, supposing the med was killed and purchased an MRLS to counter the arty now making his way into the field, the arty has the upper hand like you described. Also, tunnel strategies were missed out. Is it not at all plausible to use the tunnels (i.e. a \$1000 character and beacon) while your enemy is making their way around the field to you?

Tunnel strategies were left out for a very good reason: they are useless in 1v1. Trust me. Maybe halfway through the game if you've taken out a building already, might work. Don't base your gameplan around infantry.

Your absolutely right. With a vehicle in an enemy base, it forces them to stay back in repair (or else their most likely going to lose) while you keep alternating buildings that you shoot at with the tank, infantry really cant do this. Eventually they wont be able to keep up the healing on all of the buildings.
