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Subject: Field Starting

Posted by [SuperMidget](#) on Tue, 12 Apr 2005 13:55:20 GMT

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flyingfoxHow many players are we talking here? IF there are many players on both teams then Nod might take out GDI's harvester too, and the tunnels are too busy for a grenadier to sit and attack for more than a clip or 2

A quiet little 2v2 to 4v4

Yeah, these have supplied me with better knowledge of starting with Nod. I used to harvy walk the AGT and then make win it by buying a flame tank and finishing off the agt and base on 1v1s. I just wasn't sure of what the best thing to do on 2v2s or 4v4s

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