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Subject: Noobs on Field

Posted by [Sniper\\_De7](#) on Fri, 15 Apr 2005 10:53:34 GMT

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It really depends on the number of players, and even then it might not - mostly GDI will lose by BD if they don't know how to defend against flame tank rushes, if you get gunners (which I think are about just as good as pics + more range you can kill at least 1 or 2 on the way. Just that in most cases GDI doesn't go out into the field to stop them. If it was a 7v7 and you had no vehicles probably the best strategy would be 6 gunners and one hotwire with remotes out at the entrance. the remotes would kill at least one flame tank, hopefully the gunners will be able to kill at least 1-2 flame tanks before they reach the base entrance and then you have already 4-5 then if the tanks rush then and all the gunners go for one flame tank each they'll be able to stop it. Then again there is always ways because if you had an apc with a sniper and a tech and some nukes then it could be possible but it's very risky. It'd be a lot more easier probably to just stay in the tunnels with officers and not let them get any points than risk giving them so much points. Oh and if it was any larger than 7v7 then i think it'd probably just be easier for GDI as 7 is the max for vehicles and so any more than 7 and GDI would either hvae more hotwires or more gunners

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