

---

Subject: Re: Tactics

Posted by [Jecht](#) on Wed, 20 Jul 2005 22:19:47 GMT

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

---

Under and Hourglass are worthless to play Cwars in. pick different maps.

And for Field

GDI - group your infantry at beginning, all rush harvy at same time. The way you start is the second most important time in a war, the first being the finish. Many teams will try to start out with a grenader rush to AIR. Thats a waste of time, and money(cuz ull lose your harvy). After the harvy is dead, have one person get an MRL and sit at your entrance and have the others hit the ref and air until they get enough for Meds. Wait til you all have meds, then rush all at once. This is were skill takes over because if you suck at firing a tank you shouldnt be playing a war in the first place. you will probably lose one tank, have the person that loses his first stay in base incase of a rocket soldier rush on Bar or AGT(they can kill them quickly, ive seen it done). With the Meds, pund the entrance(so no Stanks slip by and do a harvy follow to the AGT.) Take out the Hand before anything else. Because if you hold the field and they lose the Hand, they lose. The rest is up to you.

Nod - Start the same way GDI does with the infantry. Then have half your people - 1 get light tanks, have 1 person get a tech, and the rest with arties. Use the house out on the field as cover for your light tanks and have the tech stand behind it so it can repair your lights, have the arties hit any meds or arties from a distance. move slowly across the field as your enemies funds get bled out because you keep killing their Harvy. When they have no tanks to defend themselves, move to the hill by closest to the GDI base(with the bunker) and use your arties to pound the WF. Beware of Gunner rushes to the Ob. Ever get duped into pointwhorin and have GDI kill your ob with Gunners? Happened to me once vs. [NE]. Never again... Still won though

---