
Subject: Re: Time To Admit Something...

Posted by [Spoony](#) on Fri, 09 Feb 2007 09:40:22 GMT

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Under - GDI

Go kill the harv at the start - either two trips with an engi, or a grenadier. Defend yours as well. Get a med ASAP. If you killed his harv you'll easily be able to get on his airstrip before he gets a stank out. He'll probably get an arty or a light tank. If he gets a light tank, just go back and get a hotwire - med/hotwire cannot lose against a light tank since you can just repair over him. If he gets an arty, fall back onto the field and force him to come out (you should have a points lead from hitting the harv+strip at this point)

If you see/suspect he has a stank, just go back to your base entrance with a med.

Another possibility is getting a fast APC, but don't rush with it - just get points off the harvester, then trade it for a med later on. APC is pretty effective against an arty if you keep your distance.

Don't think about rushing at all until you know he has no money.

Under - Nod

Again, try to kill his harv (need to make two trips with an engi) and defend yours. Stanks are unwise - arty is better, light tank CAN work in the early game as well, but not later when he can have a hotwire as well as his vehicle. Position your arty behind the rocks next to the red bunker and hit his harv - the points situation will force him out. You need to kill his vehicle (not easy, GDI has the advantage on Under). If you do and he has no money, you can move up and hit his WF.

Forget about stanks until you have a good points lead and money to spare. If you get a stank and you don't have a points lead he'll just camp in base with a med.

Complex

Pretty much anything goes on this map. Quick thinking is more important than actual strategy... just be extremely offensive with whatever vehicle you feel like using.

Walls

City

^^ you mean ground or flying?

Islands

Mostly tech/hotwire work... don't play defensively, just keep rushing. I wouldn't even get a vehicle until you kill a building.

Hourglass - GDI

Get a fast MRLS and take the hill. He'll probably take the hill with an arty, you need to kill it or he'll just own your powerplant. Once you kill it you'll probably be somewhere near affording a med tank - if you aren't, just hit the refinery until you can. Then go back and get a med.

If you know where he is, stay on the hill and hit the Hand. If you don't, move back to the guard tower. A med in base beats anything Nod has, just don't let him surprise you.

Hourglass - Nod

Either start off by getting an arty or a light. Rushing the AGT with a light is risky, but if he gets an MRLS to start off, it can pay off. Otherwise just hit stuff with an arty. Eventually he'll get a med - you need a points lead before he does, otherwise he has no need to leave base with it. If he has a points lead and can afford a med tank, you've basically lost...
