
Subject: Re: C&C Field.mix - Strategy Guide
Posted by [Crusader](#) on Wed, 30 May 2007 05:14:19 GMT
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Which is why clan games seem monotonous to me...hey, I am not against clans...they are great for teamwork and skillbuilding and friendship.

I know in public games there is a lot of unknowns you have to worry about...you have n00bs who bought the game yesterday and so on. But still in public servers, you eventually get the job done.

The negative side of these strategies is that it will work only in clan games...they are completely useless in a public server because it needs participation from others to work.

But the strategies work sometimes for lone-wolves. Once I played lone-wolf in a Light Tank/Techie combo in a Field marathon...used the hills and hut for cover and was MVP.
