
Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Wed, 05 Sep 2007 15:50:14 GMT
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Well said, Aobfrost. The Arty/Light is a typical cliché BS strategy...it works on some maps but you really need a very good team for it to work here on Siege. And if GDI has aggressive infantry, it really does not work on this map. Also, the more you pound them, the more money they are getting. The "dumb" Chemrush looks nice now doesn't it?

Surth wrote on Wed, 05 September 2007 07:42: On siege, i dont really now, because i dont like the map. but i suppose a Teched arty in the middle and a Light/Art Combo on the Field.

You don't know? I know every pixel of the maps that are out there in the servers. An early infantry rush works great in this map.

I guess that's the difference between you and me...even if a map pisses me off, I choose to fight in it and learn it. I hated Siege at first (like all those pesky new maps) but then you find that these are awesome maps and really good strategies can be formed.

A teched arty or artys in the middle won't work unless there is a really good Sakura in the tunnels to the right and there are Lights supporting the artys. Otherwise a good Havoc can easily kill through the tunnels and kill the techies and even the Artys and the poor engis that come out of it. I did this several times.

Remember, this map is not a camping and shoot map...vehicle-wise, this is all about which side gets a good tank rush fast and kills a building. Speed is key. The premium strategy for Nod is a Flamer rush or stank but stanks are weaker. GDI needs to pull off a good Med rush fast and get to the Nod base before the Flamers enter the center canyon. Otherwise, the Meds are fried.

One of the most memorable games I had on this map was when both Nod and GDI were simply just excellent players. I was Nod and we got together a 6 Flamer rush...guess what? We were right near the middle of the canyon when like 7 Meds come charging towards us like vomit from the GDI base...LOL.

Both rushes failed right there in the middle. That game lasted almost to the end of the 30 min time limit. Only a spy nuke on the AGT and a timely stank rush sealed GDI's defeat.

Economically speaking, killing the other teams Harv on its first outing and defending your own is the absolute KEY. If you are on Nod and you kill the GDI harv in the beginning of a game, chances are you are gonna pull off a nice Flame/stank rush first and find their base full of lowly Gunners and maybe 1 or 2 MLRS.

Another is that both teams NEED a good sniper(s). Even 1 good sniper can block the tunnels for good. LOL...I love to pwn infantry in this map with Havoc...so freaking damn enjoyable.

As for the field, usually GDI sends MLRS to attack the OB and Hon but I never seen this work...the building gets repaired and the MLRS get killed by Artys. The MLRs need to be supported by Meds. But 1-2 MLRs near the GDI base entrance and a couple Meds can easily

control the field. GDI can shoot everywhere to find and kill stanks. As you said, Arty's and Lights work very well here in the field.

The broken bridge sections is the best place for PICS and Raveshaws to safely attack vehicles in the field. But they need to be wary of snipers.

As for the field, information is key. The most action goes on in the center canyon and the tunnels. And if GDI or Nod are being careless by not checking the field all the time, then be prepared for a surprise Flamer or Med rush that takes out your base defenses.
