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Subject: canyon.mix strategie

Posted by [Vegita246](#) on Fri, 14 Mar 2003 08:18:33 GMT

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Field for GDI is just taking over the field and seiging the Nod base then while Nod are focusing on the seige have someone beacon the ref, then they slowly run out of money and when they have you can rush the obelisk.

For Nod you can rush the barracks early with chem troopers and flame throwers. Then you have to take the field and seige the GDI base (harder than if you was GDI). You can then get two people to run to the barracks tunnel and get one to help the one with a beacon over and beacon the ref, or you can just have a tech get over an c4 it. The guy who let him up could have a beacon too and beacon the barracks. Then you can either keep seiging the base or rush the AGT when they run outa cash for tanks.

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