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Subject: siege warfare

Posted by [Anonymous](#) on Thu, 28 Mar 2002 18:50:00 GMT

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i've seen this done, more so by the gdi, and it doesn't work on all maps. the idea is as old as warfare itself. on maps that have a confined access to enemy bases, you don't have to rush in to win. simply put some tanks outside of range of the obelisk and wait for anything to come out. by doing this you choke off the enemy's ability to manuever and you make him purely defensive.i've seen this on under quite often so it's not my idea, but i've never seen it posted either. i was playing once as nod and the gdi had several tanks outside the base, including one that was doing nothing but firing it's missiles into the nod's tunnel entrance. nothing could come out and the harvester was toasted time after time. needless to say it was very frustrating for my team and the gdi won easily. just remember to have some engies repairing you constantly cuz i guarantee the enemy will try again and again to break the siege...

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Subject: siege warfare

Posted by [Anonymous](#) on Thu, 28 Mar 2002 19:20:00 GMT

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This is always fun, just having an eng repairing you while you just lob shots into their base. GDI can do this alot easier than NOD just cause they have more armor.

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Subject: siege warfare

Posted by [Anonymous](#) on Fri, 29 Mar 2002 10:27:00 GMT

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A good strategy for gdi on hourglass too. It'll help prevent or slow down flame rushes. Bottle nod back in their base and don't let em near firing range on gdi buildings. Nod usually wins this map on points (if not by destroying the base) because gdi defends within its base rather than outside it.

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Subject: siege warfare

Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:35:00 GMT

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it happened to me this morning I was pretty dumb to allow it to happen 2 me

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Subject: siege warfare

Posted by [Anonymous](#) on Fri, 29 Mar 2002 16:05:00 GMT

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quote:Originally posted by Planetshaun.co.uk:it happened to me this morning I was pretty dumb to allow it to happen 2 me8 medium tanks supported by infantry aren't easy beasts to stop...

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