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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Wed, 12 Mar 2003 13:18:07 GMT

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heres a good strategie for this level, if you're on GDI buy with 2 others a grenadier and go into the tunnels and attack the airstrip have one shotgu ntrooper or normal infanterie to cover you, now if its destroyed buy a beacon and place it next to the refinery of Nod behind the rock, if that also is destroyed so a med. tank rush and destroy the obelisk and then the hand of Nod.

if plying on Nod, buy flamethrowers and shoot on the barracks just for some creds., now get a Nuclear strike and place it next to the refinery or/and the barracks, if those are destroyed, do a flame rush and win.

it's best to mine the places i just said, to slow them down a bit, so you have more chance of winning

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Subject: canyon.mix strategie

Posted by [Vegita246](#) on Wed, 12 Mar 2003 15:35:47 GMT

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Your thinking of field right?

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Subject: canyon.mix strategie

Posted by [mrpirate](#) on Wed, 12 Mar 2003 23:53:59 GMT

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Yeah, I think he's talking about Field. Anyway, my strategy for Canyon is to end the map as quickly as possible so I can play on one that doesn't suck. Although, I do like jumping onto the GDI Weapons Factory to place nukes...

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Subject: canyon.mix strategie

Posted by [Sk8rRIMuk](#) on Thu, 13 Mar 2003 22:18:12 GMT

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Looks like field to me?

On Canyon get one Chem Trooper go to GDI's Refinery place the C4 and blast away at the MCT while the whole of GDI are out shooting the harvester, unfortunately forthem they can look forward to a future of no more credits .

-Sk8rRIMuk

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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Fri, 14 Mar 2003 06:32:41 GMT

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hehe, sorry i quess it was field, little mistake

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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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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Sat, 15 Mar 2003 11:07:56 GMT

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he thats also a good strategie for field.mix vegita 246 , what you can also do (this goes for every level) is get an APC and a technician/hotwire, and get in the APC also take a shotgun guy with you to cover you, and drive to the obelisk/guard tower, and destroy it with 2 timed c4's and 1 remote C4 on the master control terminal, get your landmines and place them in front of the door so no one can disarm the C4's (if they get through you always have that shotgun guy covering you, and another remote C4, now if that is destroyed you can walk in easily via the tunnels, and destroy the rest of the base

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Subject: canyon.mix strategie

Posted by [Vegita246](#) on Sat, 15 Mar 2003 13:11:04 GMT

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Yeah cheeta30 and if the AGT/Obby is mined u get back into ur apc an go in the weaps or HON and destroy that. Also try not to use flame tanks on field if GDI has their weapons factory. They can kill you before you even get to their base. You could maybe flame rush with artillery cover fire though.

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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Mon, 17 Mar 2003 18:40:45 GMT

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thanks for the tip vegita246, you should destroy it first with artillery's, that and a light tank to cover the artillery's i think that's the best strategie right?

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Subject: canyon.mix strategie

Posted by [Vegita246](#) on Mon, 17 Mar 2003 20:01:09 GMT

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Yeah but i suck with artilly Im very easily killed by even a newbie with timed c4. I like the more random aproach. Also i know this is sorta off topic but my friend taught me something really kool the other day, on under if your on Nod and GDI are about to seige you, get a stealth tank and hide in the field. Then count how many GDI players there are and how many are in the field. As soon as everyone is out on the field you can just go in and destroy the AGT without any disturbances. This actually worked for me and its very funny to do. Would be much better with 2 stealth tanks though.

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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Wed, 19 Mar 2003 17:14:30 GMT

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good one, but you need a good team to do this, i mean if you attack with one or two stealth's and wait till the gdi have all med. tanks and attack then the others on your team must buy a black hand with the laser chain gun (450 creds.) and defend the base, that they won't attack too

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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Wed, 19 Mar 2003 17:24:55 GMT

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if your playing GDI,

if you're on GDI and you're base is under attack by artillery's you can buy a rocket vehicle and destroy it from you're base by using v and aim and FIRE :twisted:

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Subject: canyon.mix strategie

Posted by [kawolsky](#) on Sat, 29 Mar 2003 10:52:25 GMT

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Or you could just destroy the enemy instead of sitting here talking about how.

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Subject: canyon.mix strategie

Posted by [cheeta30](#) on Thu, 10 Apr 2003 10:48:11 GMT

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yes we can do that to yhe, but i only talk about it when i can't play renegade

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Subject: canyon.mix strategie

Posted by [kawolsky](#) on Wed, 16 Apr 2003 10:32:56 GMT

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Sk8rRIMukLooks like field to me?

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-Sk8rRIMuk

they will LOVE that future

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Subject: canyon.mix strategie

Posted by [ThunderChicken](#) on Sat, 19 Apr 2003 20:38:05 GMT

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Actually, You and the grenadiers can go down the "tunnel" where the Nod Harv passes through and shoot grenades through the hole to hit the AS. Or, even shoot the Refinery..

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Subject: canyon.mix strategie

Posted by [Ferhago](#) on Fri, 02 May 2003 00:48:47 GMT

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Thats is a good tactic on any map. Few people realize the punch grenades have

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Subject: canyon.mix strategie

Posted by [L3f7H4nd3d](#) on Sun, 04 May 2003 02:49:42 GMT

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as Nod: Defend/attack the respective harvesters as a group. Ideal situation is GDI harvester is dead, and yours stays alive. As soon as the harvester gets back, you can have tanks and artys in the field within moments while GDI is still sitting in their base with their collective thumb up the ass. Once you take the field, don't give it back. Works every time.

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