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Subject: Stupidity 2: C&C Field

Posted by [Anonymous](#) on Tue, 16 Jul 2002 07:03:00 GMT

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This is so easy to beat as nod. All you need is everyone on your team to buy engineers. Then rush the agt. At least one will make it. Boom agt gone. After that GDI is on defense as noddies slip in the back door and nuke EVERYTHING. Just don't cluster up when you rush the agt, and have a damage resistant character up front to take hits. All you need is one to make it while GDI thinks they are owning the field. If you can't do this, then nuke thier tib factory, then thier barracks. Works best if you do both at same time. you will need cover fire though from teammates. I know, I know, easieer said than done, but NOT impossible. Easier than you think, and they can't be in the field and defending thier base at the same time.

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