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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Wed, 01 Sep 2004 18:26:47 GMT

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B.N.C

Let's say I have no problem killing an arty using mammoth tank. Besides it's a good idea to wait for it because if you get the harv, then you can get like 300 extra points straight away using a grenadier before your enemy gets around 500 overall and afford some decent tank.

Now when he gets a tank you should have 800 credits + 300 for your harvester coming back for second time. In this while he will probably roll out an arty which you can chase from distance with normal soldier hiding behind those little hills (keep a little distance from 'em thou coz of shrapnels). In case he comes with lite tank he will have to come close to ur base to shoot war fac. In this case you come out with a grenadier and trust me, it's pretty hard to shoot a soldier up GDI base when you're a little lower outside the base. This way you can damage him and, which is most important, keep the base O.K. till you get 1500... OK... ROCK AND ROLL!!! In 1vs1 + me in mammoth = ownage. I am unstoppable... byebye noobs

[109thGW]B.N.C

lol, wtf? What kind of idiots do you play against?

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