
Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 09:17:00 GMT

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Field...well - as with any big battlefield - you need to grab the ground first - and hold it. Which means - you have to have engines repairing you - a vehicle tasked with shelling the tunnel by the waterfall - and around the your own vehicles (to discourage enemy sappers) - and shelling known sniper holes. Cover with Ramjet Snipers. You must also control the tunnels - either have some snipers in there with mines - or three to four volt rifles. Constant attacks on the buildings near the tunnels will divide the other team. After you have seiged the enemy base - have a couple of APC/APV loaded and ready to run in. Have some groups ready to rush in from the tunnels - attack the base defense first - then the rest will fall. if you don't have teamwork - you will almost always lose this map. Nod - Use a Steath Blackhand to run over to the AGT when the Harvy passes - you can plant a beacon - have Sniper support from the tunnels to take out pesky engines. Three Raveshaw's in the farm house can hold off tanks for a long time. One MA in the Nod Base by the OBI can defend both tunnels and hit any incoming rushes. (i killed 12 peeps once with one volley into a tunnel) GDI - Have a few MRLS at the your T-field - you can cover yourself with the little slopes from incoming enemy fire. Run into the Nod T-Ref by the Air Strip tunnel - you can hop into the back door -- and instead of going into the ref - go behind it - you can defend the beacon easier there. Go behind the barracks to sniper into the tunnel - the wall gives you some protection.
