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Subject: Nod owning "field" map

Posted by [Anonymous](#) on Tue, 07 May 2002 20:03:00 GMT

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Played this map 3 times yesterday, and each time at least one player said "god I hate this map, always a stalemate". Or along these lines. Not being much good at offense, I wondered how we could avoid the usual plinking away at the HoN tactic, and hit upon a winner. It's so simple it's funny (and a tad boring, but heck it works): All you need are 2 or more mobile artillery at the exit of the Nod base, and just continually pound the GDI exit. Why? - The rounds have the range and rate of fire to cause trouble for vehicles/infantry who are not expecting attack. - It's very hard for the GDI side to know/see where the fire is coming from, since you're in shadow and around a corner to them. - It gives your side's infantry and stealths a chance to get into position. - You're safe from fire from the waterfall tunnel exit. - You DON'T get pushed by or block the harvester. - Your own engineers are safe to repair you if you should get a stray hit. - You have time to type out warnings as you're the first to spot any armour. - You usually have time to kill their harvester before it reaches the tib field, or definitely kill it before it gets back with a full load. In the games I tried this, I was only supported once (by another arty), as per the usual lack of listening/teamworking. BUT, I scored 6 boinks, 1 mammoth, 2 meds and a MLRS kills. Not to count the damage done and number of retreats triggered. Try it and see

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