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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Sun, 18 Jul 2004 07:48:27 GMT

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The first of several strategy guides I'm working on. Enjoy.

## FIELD

This is the most common map for 1v1. Most CW players love it because above all other maps, it's decided by tankskill.

GDI: To begin with you need to get as much money as possible by grenading. Killing his harv with grenadier is the best option since it'll cut his cash flow. Airstrip and refinery are also good moves. But remember the Nod player, if he's smart, will get a soldier and try to stop you, so go for a target where he isn't expecting you. Get as much money as you can.

You have two options to begin with: MRLS or Med Tank. If you're up against a Nod player who has awesome arty skills, you'll need an MRLS to counter it. But it's vital he DOESN'T SEE YOU BUY IT, otherwise he'll just get a light tank in which case you're fucked. But if he expects you to buy an MRLS and buys a light tank, and you actually get a med, you have the advantage.

Obviously Nod's immediate strategy should be to stop GDI doing this. Don't bother attacking the GDI harv or flaming the barracks, it's a waste of time and you need to stop him grenading. Just get a Nod Soldier in the tunnels instead and hunt his grenadier down.

This is what I call the "cycle" on Field.

MRLS beats an Artillery

Artillery beats a Med

Med beats a Light

Light beats an MRLS

(This isn't set in stone, since if one player is significantly more skilled in the ways of tanks than the other, the above may not be true. For example, a great MRLS player CAN beat a light. But if the players are on similar levels of tankskill, the above statements hold true)

As you can see, as the game starts it is important to know what the opposing player buys. Base your strategy to counter his.

## THE MRLS OPTION

There is a great spot to use your MRLS. It's here.

Since Nod's best weapon for 1v1 on field is the artillery, an MRLS at long range makes a great counterweapon in the early game. From Nod's point of view:

An Arty has a hell of a job hitting an MRLS here, whereas the MRLS will have no trouble kicking the crap out of the arty. The MRLS can also keep killing the harvester without much trouble, whereas the GDI harv is relatively safe. This will give you plenty of money to get a med/hotwire soon. But be advised, Nod will save for a stank or a light tank if you stay out with an MRLS too long, so go back and get yourself a med when you judge it's the right time.

## THE MED OPTION

If Nod buys a light expecting you to buy an MRLS, you'll probably beat it with your med. What's

more likely though, is the Nod player will buy an arty instead. It's crucial to get your medium onto the field before the arty is in position, otherwise the arty will just use the terrain and range advantage and probably beat your med. Don't move too close to the Hand yet, because an artillery in Nod base entrance can easily kick the fuck out of a med tank up close. Hang back, hit his harv and make him come out.

This is a good spot to use a med tank.

An artillery has to expose itself to attack you, and if you keep moving you'll easily cripple it, forcing it to retreat. You can pin him in his base this way.

Keep your distance with the med and you should beat the arty with no trouble. But if you suspect he has a stank, move up to block the entrance. Once you've moved up, you can hit the Hand at your leisure, rushing the Obelisk is also a good option and works surprisingly well with a solo med.

### THE LIGHT OPTION

If you're Nod, try to hang around the AGT tunnel about two minutes into the game. This is when the GDI harv dumps for the first time. If the GDI player buys an MRLS, this is when he'll buy it. If he does so, purchase a light tank. You should beat the MRLS without too much trouble. Then you can rush the AGT if you desire, or just play it safe, hang back and hit the factory and harvester. He will eventually buy a med to take you on. It's not easy to beat a good med player with a light, but here's a tip. Position yourself here.

Keep moving diagonally behind this hill. You can take a big chunk of his armour away before he gets close enough to hit you accurately. From GDI's perspective, as you can see...

...it won't be easy to hit the light, especially if it keeps moving.

### THE ARTILLERY OPTION

This is Nod's most common strategy for 1v1. Field was practically designed for effective artillery usage. The terrain is perfect for arty. There are three hills which you can use to your advantage:

You need to work your way up to the hill near the yellow bunker. If you're good with an arty and you position yourself here, GDI has a hell of a job winning the game, trust me. It's not easy at all to remove an arty in this position. You can move close to the bunker and attack the WF, forcing him to come out to try to kill you. When he rushes, move back behind the hill and if you're good, you'll beat his med.

### ONE FINAL NOTE

Once you've got a good lead (Which you will have, if you use one of the four strategies above effectively, you can do what you like... stanks, flamers, APCs, beacons or whatever. If, however, you save for a stank or get an APC at the start of the game, I GUARANTEE you will lose if your opponent knows what he's doing. Don't try to stank or APC rush until you're already winning and you've got him on the defensive.

-Spoony-  
CiTiZeNs eRaSeD

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Subject: 1v1 Strategies: Field  
Posted by [flyingfox](#) on Mon, 19 Jul 2004 13:46:18 GMT  
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I liked reading your strategies but I have 1 question. You said an arty should beat a med close to the arty's base. But you later said a med can pin a Nod player in their base effectively this way.

From my experience on field the med can dish more damage to the arty, since neither player will miss at that range. So the arty'll be forced to retreat every time. BUT, if the arty does some damage, retreats and techs his arty quickly (not necessarily to full health), he can win because the hotty won't be able to repair her med at the same rate.

It becomes complex with good players because, supposing the med was killed and purchased an MRLS to counter the arty now making his way into the field, the arty has the upper hand like you described. Also, tunnel strategies were missed out. Is it not at all plausible to use the tunnels (i.e. a \$1000 character and beacon) while your enemy is making their way around the field to you?

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Subject: 1v1 Strategies: Field  
Posted by [DanSolo](#) on Mon, 19 Jul 2004 14:03:17 GMT  
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good job spoony

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Subject: 1v1 Strategies: Field  
Posted by [mahkra](#) on Mon, 19 Jul 2004 15:26:08 GMT  
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flyingfoxIs it not at all plausible to use the tunnels (i.e. a \$1000 character and beacon) while your enemy is making their way around the field to you?

If I remember correctly (can't check this right now because my computer's in a different state) you can actually beacon the pedestal (as GDI) like that.

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Subject: 1v1 Strategies: Field  
Posted by [DanSolo](#) on Mon, 19 Jul 2004 16:03:13 GMT  
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but if anyone challenges your to a 1v1 with ped nuke on, you shouldnt be in the server still....

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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Mon, 19 Jul 2004 16:21:14 GMT

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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Mon, 19 Jul 2004 16:23:24 GMT

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DanSolobut if anyone challenges your to a 1v1 with ped nuke on, you shouldnt be in the server still....

^^

Standard settings for 1v1 or clan games: start with no money, ped nuke off. Other stuff is negotiable.

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Subject: 1v1 Strategies: Field

Posted by [mahkra](#) on Mon, 19 Jul 2004 16:34:27 GMT

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spoonyratDanSolobut if anyone challenges your to a 1v1 with ped nuke on, you shouldnt be in the server still....

^^

Standard settings for 1v1 or clan games: start with no money, ped nuke off. Other stuff is negotiable.

In 1v1, I suppose I can understand that... but in clan games!? I can't say that one makes any sense to me. But now I can 100% guarantee I will NEVER participate in a clan game (though even

with ped nuke on the chances were slim to nil anyway.)

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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Mon, 19 Jul 2004 16:58:18 GMT

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It's common practice in clan games for all players to suicide once everyone is loaded, makes the game fair so everyone spawns at base with exactly the same credits. Otherwise on, say, CityFly, people could buggyrush the powerplant before the other team is even loaded.

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Subject: 1v1 Strategies: Field

Posted by [\\$nip@h](#) on Fri, 30 Jul 2004 16:02:44 GMT

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spoonyratflyingfoxl liked reading your strategies but I have 1 question. You said an arty should beat a med close to the arty's base. But you later said a med can pin a Nod player in their base effectively this way.

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It becomes complex with good players because, supposing the med was killed and purchased an MRLS to counter the arty now making his way into the field, the arty has the upper hand like you described. Also, tunnel strategies were missed out. Is it not at all plausible to use the tunnels (i.e. a \$1000 character and beacon) while your enemy is making their way around the field to you?

Tunnel strategies were left out for a very good reason: they are useless in 1v1. Trust me. Maybe halfway through the game if you've taken out a building already, might work. Don't base your gameplan around infantry.

Your absolutely right. With a vehicle in an enemy base, it forces them to stay back in repair (or else their most likely going to lose) while you keep alternating buildings that you shoot at with the tank, infantry really cant do this. Eventually they wont be able to keep up the healing on all of the buildings.

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Subject: 1v1 Strategies: Field

Posted by [AlostSOul](#) on Sun, 01 Aug 2004 12:37:19 GMT

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One question, what if the Gdl player counters anything the Nod player has with a MAMMOTH TANK, he is pretty much screwed right? Depending on the skill of the mammy driver?

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Subject: 1v1 Strategies: Field  
Posted by [Homey](#) on Sun, 01 Aug 2004 15:06:43 GMT  
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I have my own special tactic for the start

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Subject: 1v1 Strategies: Field  
Posted by [spoonyrat](#) on Sun, 01 Aug 2004 16:38:00 GMT  
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AlostSOulOne question, what if the Gdl player counters anything the Nod player has with a MAMMOTH TANK, he is pretty much screwed right? Depending on the skill of the mammy driver? It takes a while to afford a mammoth tank....

It's also pretty easy to kill a mammoth with an arty.

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Subject: 1v1 Strategies: Field  
Posted by [spoonyrat](#) on Sun, 01 Aug 2004 16:39:05 GMT  
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HomeyI have my own special tactic for the start

If you mean the one that involves an engineer, I left that out deliberately.

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Subject: 1v1 Strategies: Field  
Posted by [imortalfu](#) on Mon, 02 Aug 2004 06:38:52 GMT  
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spoonyratHomeyI have my own special tactic for the start

If you mean the one that involves an engineer, I left that out deliberately.

BUGGY BOMB!!!!11

If the enemy has a mammy and is just staying in the field and isnt doing much except killing your harv, get an engi and a buggy. Goto the outside terminal of the airstrip, load the front of the buggy up with remotec4, about 20 will do, and if you are good enough you can just put like 200 timed c4's (if you bind the secondary keys for fire, 180spin, use all next to the number 5 [ie: 123and 4] and goto the same spot, you can keep pressing 12345 in that order and can place like 200 timed on the front of your buggy. Anyways, whatever you choose, it only takes 30 seconds to do either, when you are done rush into the side of the mammy and hop out and detonate (if you use remote c4) or just sit there letting the timedc4 kill him. VERY EFFECTIVE!

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Subject: 1v1 Strategies: Field  
Posted by [skullkid](#) on Wed, 04 Aug 2004 07:46:13 GMT  
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when im nod my favrite thing to do is to get a soldier try to stop the grendaier then harvy walk with the soldier put c4 on agt then get stank try to sneak past his mrls or med tank and get to the agt kill it and gg

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Subject: 1v1 Strategies: Field  
Posted by [spoonyrat](#) on Wed, 04 Aug 2004 07:58:18 GMT  
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Even if you harv walk, GDI's gonna have a med long before you get a stank. He'll just block you in your base and trust me, you won't sneak past him.

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Subject: 1v1 Strategies: Field  
Posted by [B.N.C](#) on Wed, 01 Sep 2004 17:59:11 GMT  
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spoonyratIt's also pretty easy to kill a mammoth with an arty.  
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 impornant, 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

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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.  
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[109thGW]B.N.C

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

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Subject: 1v1 Strategies: Field

Posted by [B.N.C](#) on Thu, 02 Sep 2004 08:17:02 GMT

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I'll say I tend not to play 1vs1 because I consider it crap (no offence) but this is what I would follow if I was playing one against someone.

At least you can't say it ain't a good one. Cheers. B.N.C

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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Thu, 02 Sep 2004 12:33:24 GMT

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I can, actually.... it's a horrible one

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Subject: 1v1 Strategies: Field

Posted by [B.N.C](#) on Thu, 02 Sep 2004 15:34:44 GMT

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So I say yours is hopeless

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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Thu, 02 Sep 2004 16:17:01 GMT

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Yeah, so's my 1v1 record :rolleyes: Out of hundreds and hundreds of Field 1v1's I've played, do you know how many people I've lost to? I can count them on one hand. Wanna step up? I have a dedi, you can choose side.

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Subject: 1v1 Strategies: Field

Posted by [Creed3020](#) on Thu, 02 Sep 2004 17:19:44 GMT

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imortalfuspoonyratHomeyl have my own special tactic for the start

If you mean the one that involves an engineer, I left that out deliberately.

BUGGY BOMB!!!!11

If the enemy has a mammy and is just staying in the field and isnt doing much except killing your harv, get an engi and a buggy. Goto the outside terminal of the airstrip, load the front of the buggy up with remotec4, about 20 will do, and if you are good enough you can just put like 200 timed c4's (if you bind the secondary keys for fire, 180spin, use all next to the number 5 [ie: 123and 4] and goto the same spot, you can keep pressing 12345 in that order and can place like 200 timed on the front of your buggy. Anyways, whatever you choose, it only takes 30 seconds to do either, when you are done rush into the side of the mammy and hop out and detonate (if you use remote c4) or just sit there letting the timedc4 kill him. VERY EFFECTIVE!

HE'S ALIVE!!!!1!!!!!!1!!!!11!!11!!!!1!!!!!!1!!

btw very well put together. I agree with all your stratigies as they are what I use and I know they work

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Subject: 1v1 Strategies: Field  
Posted by [B.N.C](#) on Thu, 02 Sep 2004 18:36:03 GMT  
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First of all I don't play 1vs1 and I have already said that and I just wanted to point out that the guy saying something about affording mammy tank wasn't completely out of right.

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Subject: 1v1 Strategies: Field  
Posted by [spoonyrat](#) on Thu, 02 Sep 2004 18:47:09 GMT  
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Page two.

If you don't play 1v1, you wouldn't know, would you? :rolleyes:

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Subject: 1v1 Strategies: Field  
Posted by [ViperFUD](#) on Thu, 02 Sep 2004 19:22:17 GMT  
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B.N.CFirst of all I don't play 1vs1 and I have already said that and I just wanted to point out that the guy saying something about affording mammy tank wasn't completely out of right.

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Maybe you could afford it ...

But since your weapons factory would be dead, that doesn't matter, does it?

~Viper

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Subject: 1v1 Strategies: Field

Posted by [karmai](#) on Fri, 03 Sep 2004 14:38:53 GMT

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Imfao I would love to see you try and kill my art on field with a mammoth tank... You morons dont understand that it is VERY hard to hit the art when it is behind the hil unless you get close enough.. By the time you do that your slow ass mammy is dead.

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Subject: 1v1 Strategies: Field

Posted by [karmai](#) on Fri, 03 Sep 2004 14:51:22 GMT

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The only thing you may have left out is the hill with the lamp post for meds... Very good on owning arts and its really hard to hit the med from there, plus you can point whore off the harvy.

And art kills med? I dont think so.. They wont just stay back on that far hill, when they move up you can own an art with a med so easily.. Even behind the first hill, host art would kill the med thats just about it...

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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Fri, 03 Sep 2004 16:40:43 GMT

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Sniprs..... how many times have I played you 1v1 on field? 5 or 6? How many vehicle kills did you get on me spread across those games? maybe three? Don't talk like you're ownage on field, you're not.

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Subject: 1v1 Strategies: Field

Posted by [SuperMidget](#) on Fri, 26 Nov 2004 17:50:17 GMT

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How did he make those screenshots with only him in the game? Was it on multiplayer practice? And if so, how did he change the map from under?

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Subject: 1v1 Strategies: Field  
Posted by [karmai](#) on Wed, 01 Dec 2004 17:23:12 GMT  
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Imao, what a dumbass

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Subject: 1v1 Strategies: Field  
Posted by [newcmd001](#) on Sun, 05 Dec 2004 17:54:57 GMT  
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Well, I didn't play this 1v1 but then it was 1v2 (my med versus 2 mobile arties) and my med owned the first arty quite easily, but under heavy fire from both arties (and maybe a stealth tank if i remember) as soon as the arty goes off, my tank also goes off too. So I think 1v1, unless the arty driver is THAT skilled, i conclude that med beats arty.

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Subject: 1v1 Strategies: Field  
Posted by [SuperMidget](#) on Mon, 06 Dec 2004 14:56:32 GMT  
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SuperMidgetHow did he make those screenshots with only him in the game? Was it on multiplayer practice? And if so, how did he change the map from under?  
Still need an answer..

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Subject: 1v1 Strategies: Field  
Posted by [rcmorr09](#) on Sat, 01 Jan 2005 10:30:08 GMT  
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newcmd001Well, I didn't play this 1v1 but then it was 1v2 (my med versus 2 mobile arties) and my med owned the first arty quite easily, but under heavy fire from both arties (and maybe a stealth tank if i remember) as soon as the arty goes off, my tank also goes off too. So I think 1v1, unless the arty driver is THAT skilled, i conclude that med beats arty.

True, but when spooony says a art owns a med he is also right. Yes a med upclose should have no trouble defeating a art. But on field if you have an art at the far back hill and your opponent buys a med, odds are if you are skilled in an art you will kill the med before he can get to you. Thus art owns a med on FIELD. All you have to do is take the far hill and shoot the harv till you opponent brings out a tank, once you see the med you can start pounding it. You can have a med in half health before he reaches the first hill, which by then he knows hes dead.

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