
Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Wed, 24 Apr 2002 18:52:00 GMT
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Anyone has tips on how to win at field map with GDI?

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Wed, 24 Apr 2002 19:21:00 GMT
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nope i can't remember ant I'll let you know when I do

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Wed, 24 Apr 2002 19:23:00 GMT
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medium rush and/or mlrs rush

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Wed, 24 Apr 2002 19:24:00 GMT
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also, try a gunner rush tunnels to hit the airstrip, works wonders... of course, its hard to organize ppl well if you arent playing on the forum game

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Wed, 24 Apr 2002 20:38:00 GMT
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Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Wed, 24 Apr 2002 20:49:00 GMT
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There's so many, I don't even know where to start!

Subject: GDI strategies on Field Map

Posted by [Anonymous](#) on Wed, 24 Apr 2002 21:35:00 GMT

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Let's see, you probably heard of this one already. This is a really good one because by accomplishing your objective you will have destroyed more than half of Nod's base (this map is the Multiplayer Demo map). First you buy Medium Tanks (~3 or 4), a Mammoth Tank (if you have enough money [~1 or 2]) and a two or three Mobile Rocket Launchers (the more the better), but first to do this you must communicate with your fellow teammates to organize this operation. The formation your squad will be assembled will be quite easy. Your Mobile Rocket Launchers will be right outside of Nod's base where it has a clear view of half of Nod's base without the Obelisk attacking it. Your Mammoth will be to the left of the Mobile Rocket Launchers, their job will be not only to attack the structures but to protect your fellow tanks as well. Your Medium tanks will be doing the same thing, defending your friendly tanks (mainly the Mobile Rocket Launchers) and attacking the structures too. One Medium Tank will be right in front of the Mobile Rocket Launchers to provide cover (since your Mobile Rocket Launchers will be the ones doing most of the damage to the Nod base). Another will be behind just in case a Nod infantry unit tries to attack the Mobile Rocket Launchers (this tank will also be checking if any infantry tries to come out of the caves) and another Medium Tank will be to the right of the Mammoth providing cover. The Medium Tanks will also be attacking the base if no enemy units are visible (but still, don't let down your guard). Okay once the formation is set, you will destroy the Airstrip first, then the Refinery, then the Hand of Nod and last but not least (this one is more trickier to attack) the Obelisk. Just in case one of your tanks are being destroyed, bring reinforcements and keep being on the offensive until you have destroyed their entire base. Just in case you don't destroy their entire base but they destroyed all of your tanks and reinforced tanks, hold tight and protect your base until you have enough tanks to attack them again. Oh, and one important thing to remember, always bring Hotwires (at LEAST 3)! Well, that is all I could remember right now, just in case I missed something I will post it as soon as possible. Later!!!

Subject: GDI strategies on Field Map

Posted by [Anonymous](#) on Wed, 24 Apr 2002 21:37:00 GMT

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I will post some other ones later.

Subject: GDI strategies on Field Map

Posted by [Anonymous](#) on Wed, 24 Apr 2002 22:18:00 GMT

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quote:Originally posted by B33F: medium rush and/or mlrs rushgunner rush too, and if you have enough people you can do a grenadier rush quickly in the first min of game. If not blow the air or oby. But I rather the med rush cause no one expects a med rush

Subject: GDI strategies on Field Map

Posted by [Anonymous](#) on Thu, 25 Apr 2002 04:10:00 GMT

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Never forget the old good early APC rush full of hotwires. Simple and often efficient against Nod because they wait for their first 800 to do a flame tank rush.

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Thu, 25 Apr 2002 04:32:00 GMT
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I'd like to know where Command and Conquered was placing his tanks. I haven't found anywhere that you could hit anything other than the hand and the turret from out in the field. The best I have seen as GDI has been a balanced mix of a few people keeping the tunnels under control, a good sniper/counter-sniper, and mainly several med tanks and a couple of MLRS's. Good eng support helps a lot too. It's nice if you can keep control of the waterfall overlook, but not necessary - as long as your tank drivers keep an eye out for enemy fire coming from the waterfall - Raveshaw can give you grief from there. A few hits from the MLRS's seem to discourage them. Key in the long run is to keep the field under your control. Rushes work if you can catch them off guard - if they are concentrating on the tunnels - they are probably light on tanks and defense. I'd forget about the mummies unless and until you are right up to their end of the field, and then you should have good eng support. Have fun!

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Thu, 25 Apr 2002 08:41:00 GMT
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Commanded and conquered was talking about under not field that's why you can't find a place to do that

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Thu, 25 Apr 2002 09:46:00 GMT
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What map is field? I can't remember.

Subject: GDI strategies on Field Map
Posted by [Anonymous](#) on Fri, 26 Apr 2002 05:16:00 GMT
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Fields is the map with a field duh, has two bunkers (one on each end) right hand side has ramp leading up under a waterfall. One thing that hasn't been mentioned - defense - make sure to mine the tunnels as Nod can easily enter the GDI base without the AGT hitting them from the tunnel between the refinery and the barracks.

Subject: GDI strategies on Field Map

Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:26:00 GMT

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MLRS work wonders due to the size of the map. Have a sniper in the bunker nears your base, and sit outside the nod base hitting their hand with MLRS, being repaired. If they try to sneak through the tunnels your sniper will get them before they hurt your hotwires. Field is always hard to attack on because a team member must *always* be defending the back of base against nukes.
