
Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 11:56:00 GMT

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I am a fairly good Renegade player, but when it comes the map feild I lose 65\% of the time(unless up against a total n00b team)...I don't know why I am no good at C&C_Feild but anyway to the point, does anyone have any tips for C&C_Feild...My favourite map is City_Flying so anybody needs any tips for that one just ask ...Thx in advance Sk8rRIMuk ...

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:32:00 GMT

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ARTS OWN THAT LEVEL along with many others

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:35:00 GMT

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quote:Originally posted by Sk8rRIMuk:Kool. Ino u can do this to get the tib refinery aswell but whats real confusing is how people mange to get a infantry character in the AGT i find this hard I get killed by missles 99.9999999999\% of the time...That is a top secret how to get into the AGT....Well actually it's really easy just think about...If you are pro at City_Fly then you should know how to do this because it can be done on that map too and very easily so... [January 23, 2003, 13:37: Message edited by: Creed3022]

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:51:00 GMT

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quote:Originally posted by Creed3022:That is a top secret how to get into the AGT....Well actually it's really easy just think about...If you are pro at City_Fly then you should know how to do this because it can be done on that map too and very easily so...The only thing I can think of is through the Tib refinery and through the weapons factory on City_Flying I think...I would be grateful if you could tip me off m8 ...

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 15:08:00 GMT

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Field has loads of tactics for Nod and Gdi, i can get into the agt weps and ref for Nod. And the Ob, Ref and hand for Gdi. There are so many be more specific and i will try to help.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 15:23:00 GMT

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quote:Originally posted by snipefrag:Field has loads of tactics for Nod...i can get into the agt weps and ref... be more specific and i will try to help.OK, I am very interested in knowing how you get anywhere in FIELD as an infantry player against the agt. I have been playing this game on and off for 6 months, and I have never seen a player manage that. If you start off in a vehicle sure. The agt will chew up a 1000 point charcter faster than Roger Ebert on a baked ham.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 15:36:00 GMT

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quote:Originally posted by snipefrag:Field has loads of tactics for Nod and Gdi, i can get into the agt weps and ref for Nod. And the Ob, Ref and hand for Gdi. There are so many be more specific and i will try to help.O.K then for starters how would you get to the AGT I been wondering that I know how to get in to the refinery for both sides and the obelisk but the AGT BTW I will give you 5 stars for the help... [January 23, 2003, 15:36: Message edited by: Sk8rRIMuk]

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 23:21:00 GMT

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best thing for 2v2 is...if your gdi, as soon as possible get 2 meds (one defends and one hits the hand) be sure that one defends or else you will find yourself in quit a bind whenever you hear "gdi advanced gaurd tower under attack" trust me on this one.if you are nod...1 arty and 1 light should do the trick, just hit the wf and get as many points as you can and take a heap of a lead. If you are going to camp in the feild for a while i might suggest blocking off your harvy with a humvee or a buggy.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Thu, 23 Jan 2003 23:25:00 GMT

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How to get to buildings w/o vehic on maps with base defenses? The other teams harvey is your friend Simply walk behind it (or beside it) so the base defenses cant see you. It takes practice but works wonders on several maps.the0neps try not to get run over !

Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:08:00 GMT

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I need tips on that map, I can't really figure out good strats.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:20:00 GMT

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Good thing to do is when ur on Nod plant nuke behind rock next to inf. barracks or next to ref and protect it(remember for inf. barracks run to closest rok then rok near barracks!)

Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:35:00 GMT

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Kool. Ino u can do this to get the tib refinery aswell but whats real confusing is how people manage to get a infantry character in the AGT i find this hard I get killed by missles 99.9999999999\% of the time...

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 engies 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 engies.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 volly 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.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 09:30:00 GMT

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Mine the barn.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 09:34:00 GMT

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i can get in everything except the barracks on foot.i can do the weapons but in a real game its not practical.it takes 3 people and no lag.you partner jump both over the wall behind the barrx.(gotta make it quick or you die.)then heal.then run across to the wep.like i said its not really worth considering.the rest of the buildings are **** easy to do.

Subject: C&C_Feild...

Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:11:00 GMT

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K00l you ahve all been very helpful I will got try those strats out right away Thx Guys/Girls...

Subject: C&C_Feild...

Posted by [Anonymous](#) on Sat, 25 Jan 2003 10:02:00 GMT

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to get into agt, w8 for harv to pass by the tunnels then run up to the harv, using it to block the agt and then run up behind it when the harv passes u.....its tricky to master and u need to get timing right, also u can just follow harv in from field
