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Subject: Nod defense on Field...Use the mob art!

Posted by [Anonymous](#) on Thu, 25 Jul 2002 14:56:00 GMT

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I see lots of posts with complaints about GDI owning the field and relentlessly pounding the HoN. Usually they go for the turret first, and then they just camp and continuously fire at the HoN until it is destroyed. NOT ON ANY GAME I AM IN. The best/simplest defense for this is a mobile art. Drive it around the back of the HoN, to the right of it, and BACK it up to the wall. You now have an effective mobile turret that can hit any GDI units that are pounding the base. Often the GDI tanks will get angry and start to focus their firepower on me alone, but since you are behind a wall, you can backup, jump out, and if you are a tech, fully repair the mob art in less than 10 seconds. Anyone who already uses this tactic can vouch for its effectiveness. Not only can you stop GDI from pounding the base, but often you can take out 4-5 mammoths and med tanks, because they either refuse to flee or they get trapped by their teammates or the harvester. Also from this position, I stop any APC rushes that come into the base. The GDI APC can withstand a couple of obelisk blasts, but combined with a few rounds from my mob art turret, they are toast. It is for this reason that I actually prefer to be Nod on Field...although they have other weaknesses like the fact that smart GDI infantry can run from either tunnel and reach the MCT of both the refinery and obelisk. A few well placed mines stops that though. Also due to your proximity to the airstrip, you can easily pull forward and fire a few rounds into the airstrip tunnel to take out those pesky gunners.

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