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Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 14:00:00 GMT

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If you are Nod on this map, here are some strategies: Lay a nuke behind the rock behind the infantry barracks. You can make it pass the AGT and it will blow up the IB. Best to lay it when GDI is busy pounding on your HON and not at the base, because it can be easily disarmed if a hotwire is near by. Another tactic is nuking the refinery. You can use the same place...just run with a SBH and lay the nuke between the silo and the building. This one is much harder to spot, as it's pretty dark and you may think it's in the tunnel or behind the refinery (if you can make it, placing it behind the refinery is VERY evil! ) Mine the famous nuke exploit site. Keep control of the tunnels. GDI can easily rack up points with the nukes and hitting your Air Strip. Also, mine the front of HON and the OB. If you are GDI on this map, here are some strategies: Pound on HON with meds or mammoths. You can rack up serious points this way. Mine back tunnel to keep flammers and mendozas out. Also mine the AGT, Nod always goes for this. Maybe mine the front door of the WF too. You can also hit the airstrip and the OB for little points here and there. SuperTech

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