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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.

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