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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 be 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!!!

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