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Subject: Some Advice For GDI on Field

Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:58:00 GMT

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the biggest thing on that map is that whoever occupies the field can strike at the enemy base and win easily, mammoth rush the oblisc w 3 or 4 mammoths atleast and u will get it. also nod always uses artillery to controll the field from distance, the med and mammoth dont have the range to efectively combat artillery, use havocs u only need like 2 of them to kill all arty and have everyone else w tanks take the field and fire on the hand of nod,

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