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Subject: Field Starting  
Posted by [SuperMidget](#) on Mon, 11 Apr 2005 15:45:53 GMT  
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You're Nod, you just spawned, you have zero credits.

How do you start the game?

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Subject: Field Starting  
Posted by [flyingfox](#) on Mon, 11 Apr 2005 16:27:24 GMT  
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You immediately take the main entrance to the field, moving through the back till you see the harvester coming. You then go onto the tiberium and plant your c4. it's important to use a soldier because there will be people on the other side with the same idea as you, and an engineer will die quickly. consider discriminating against grenadiers because they're the most troublesome at this point. Though, eagle-eyed GDIs will attack you with their superiour rifles and win if you don't have an edge.

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Subject: Field Starting  
Posted by [Spoony\\_old](#) on Mon, 11 Apr 2005 16:38:05 GMT  
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Defend your harvester, defend the tunnels from grenadiers. If GDI kills your harvester you're fucked, if GDI gets lots of money from grenading your buildings... well you aren't fucked but you're at a disadvantage

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Subject: Field Starting  
Posted by [flyingfox](#) on Mon, 11 Apr 2005 16:52:09 GMT  
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How many players are we talking here? IF there are many players on both teams then Nod might take out GDI's harvester too, and the tunnels are too busy for a grenadier to sit and attack for more than a clip or 2

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Subject: Field Starting  
Posted by [Spoony\\_old](#) on Mon, 11 Apr 2005 16:54:08 GMT  
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Possible, but not very likely unless GDI sucks with infantry or is very badly organised... two reasons:

1. GDI harvester comes out much earlier and goes back to base sooner, therefore Nod only really gets one chance whereas a GDI player could rush the harv, get killed, and still have time to make another go at it
  2. GDI infantry own Nod infantry so bad it isn't even funny
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Subject: Field Starting  
Posted by [Jzinsky](#) on Mon, 11 Apr 2005 17:23:38 GMT  
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Attack the harvester, always..

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Subject: Field Starting  
Posted by [csskiller](#) on Mon, 11 Apr 2005 21:33:05 GMT  
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well, maybe not always

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Subject: Field Starting  
Posted by [Å®](#) on Mon, 11 Apr 2005 23:15:38 GMT  
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You got hop the ref with 2-4 of your favorite allies

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Subject: Field Starting  
Posted by [flyingfox](#) on Tue, 12 Apr 2005 00:05:22 GMT  
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Yeah, the GDI harv gets to the field after about fifty seconds whereas it takes the Nod harv about a minute and a half. As Nod it might be a good idea at the start to shortcut through the tunnel and pass the waterfall, but I tend not to as GDI soldiers'll show up and attack

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Subject: Field Starting  
Posted by [jaguar163](#) on Tue, 12 Apr 2005 06:24:32 GMT  
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GDI: i'd use a grenedeir to whore points  
NOD: ill get basic infantry and whore harvy

but if im for highest kills, ill get a shotgunner and own em!

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Subject: Field Starting  
Posted by [SuperMidget](#) on Tue, 12 Apr 2005 13:55:20 GMT  
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flyingfoxHow many players are we talking here? IF there are many players on both teams then Nod might take out GDI's harvester too, and the tunnels are too busy for a grenadier to sit and attack for more than a clip or 2  
A quiet little 2v2 to 4v4

Yeah, these have supplied me with better knowledge of starting with Nod. I used to harvy walk the AGT and then make win it by buying a flame tank and finishing off the agt and base on 1v1s. I just wasn't sure of what the best thing to do on 2v2s or 4v4s

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Subject: Field Starting  
Posted by [CackBoy26](#) on Tue, 12 Apr 2005 14:22:41 GMT  
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Quote: I used to harvy walk the AGT and then make win it by buying a flame tank and finishing off the agt and base on 1v1s.

I see someone's been playing against Renegade's elite.

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Subject: Field Starting  
Posted by [Spoony\\_old](#) on Tue, 12 Apr 2005 14:23:23 GMT  
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CackBoy26Quote: I used to harvy walk the AGT and then make win it by buying a flame tank and finishing off the agt and base on 1v1s.

I see someone's been playing against Renegade's elite.  
replace "elite" with "afk"

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Subject: Field Starting  
Posted by [SuperMidget](#) on Tue, 12 Apr 2005 19:17:32 GMT  
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Actually I haven't lost a 1v1 yet.

9 times out of 10, they run right by me and don't see me, or they are gernading my ref.

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Subject: Field Starting  
Posted by [Spoony\\_old](#) on Tue, 12 Apr 2005 19:25:12 GMT

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SuperMidget Actually I haven't lost a 1v1 yet.  
I don't want to change the subject, but, 1v1?

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Subject: Field Starting  
Posted by [SuperMidget](#) on Wed, 13 Apr 2005 16:17:09 GMT  
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I don't play on WOL but if you find a good wolspy server, sure.

Update: I lost my first 1v1 on field as GDI yesterday. I was trying out for a clan and my mouse froze while he was attacking my AGT with a stank, 1 hp left on it too. Damn technicalities

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Subject: Field Starting  
Posted by [Â®](#) on Thu, 14 Apr 2005 04:34:00 GMT  
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Quit digging the hole deeper

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Subject: Field Starting  
Posted by [SuperMidget](#) on Thu, 14 Apr 2005 14:46:38 GMT  
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You're the one to talk :rolleyes:

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