
Subject: a way for gdi to destroy nods base on field
Posted by [ccrunch21](#) on Mon, 06 Nov 2006 17:23:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes as we know most of the time on field gdi never really destories nod's base. I have found a pretty easy way to do that if u have a team that works together. All you have to do is get 3 or 4 apcs fill them each with about 3 engineers and go to the obilesk you can even lay becons because this move always catches nod off guard. I have done this about 3 times on field and its worked every time but once again you have to have a team that works well with each other

Subject: Re: a way for gdi to destroy nods base on field
Posted by [w0dka](#) on Mon, 06 Nov 2006 19:32:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Uhm yes....

you need 9 guys to do this.... 9 guys that can't do anything against tanks, and on field Nod usual use every single vfeh they can use (same at GDI) do you really thin kthis APC's get throught the whole field that is full of arties and lights alive and then survive the ob? N O ! (k, if Nod is full of noobs it works...)

If GDI get the field before and camp Nod's base entrance your fat APC's will be blocked by half a dozen tanks.

This is only possible early in the game....and if it fails...you loose the field because your vehicles and people can'T hold it, because they are sitting in vehicles. The Ob is impossible, if your are good you make it to the HoN... aqnd you can do this even with one early Apc... field isn't a rush map.

Subject: Re: a way for gdi to destroy nods base on field
Posted by [R315r4z0r](#) on Tue, 07 Nov 2006 05:21:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

What do you mean "if your good you make it to hand"

... if that is "good" then what is bad?! It is so simple to get to the ob with an apc...

I mean, if your good, you can get to the air strip..

Subject: Re: a way for gdi to destroy nods base on field

Posted by [w0dka](#) on Tue, 07 Nov 2006 10:40:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think about a APC that drive throught like 2 Arts a bunch of lights and then have to survive the ob... a undefended base...yes...then its possible... but hey...who let his base undefended? The problem is that the APC can'T hide in the field...you see it coming... and the way between the HoN and Wall isn'T that hard to close with vehicles,...

Subject: Re: a way for gdi to destroy nods base on field

Posted by [MexPirate](#) on Tue, 07 Nov 2006 18:18:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

ccrunch21 wrote on Mon, 06 November 2006 11:23yes as we know most of the time on field gdi never really destories nod's base. I have found a pretty easy way to do that if u have a team that works together. All you have to do is get 3 or 4 apcs fill them each with about 3 engineers and go to the obilesk you can even lay becons because this move always catches nod off guard. I have done this about 3 times on field and its worked every time but once again you have to have a team that works well with each other

no

Subject: Re: a way for gdi to destroy nods base on field

Posted by [IronWarrior](#) on Tue, 07 Nov 2006 19:15:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

ccrunch21 wrote on Mon, 06 November 2006 11:23yes as we know most of the time on field gdi never really destories nod's base. I have found a pretty easy way to do that if u have a team that works together. All you have to do is get 3 or 4 apcs fill them each with about 3 engineers and go to the obilesk you can even lay becons because this move always catches nod off guard. I have done this about 3 times on field and its worked every time but once again you have to have a team that works well with each other

Do you really think that no one here hasnt thought of that already?

Subject: Re: a way for gdi to destroy nods base on field

Posted by [ccrunch21](#) on Thu, 09 Nov 2006 14:13:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok first i play games with forty and its easy to get the ob when ur team has field control..people don't exspect apc comming because no one every does it..plus if ur a good driver u can weave through tanks easily..also the ob will only hit 1 apc at a time so u are at least going to get two through.. if you play with n00bs maybe you can't pull this off...Second yes i am sure people of thought of doing this but no one ever does this...thats why i brought it up just for a reminder

Subject: Re: a way for gdi to destroy nods base on field
Posted by [Sniper_De7](#) on Thu, 09 Nov 2006 18:13:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

The point is that what you are saying ONLY works if th eother team are complete morons. Y'see, if that were true, you could rush with 6 humvoos, 7 meds or 7 mammoths or 7 of any vehicle and expect to get a building, because coordinated rushes > people who do not know what they are doing.

Subject: Re: a way for gdi to destroy nods base on field
Posted by [MexPirate](#) on Thu, 09 Nov 2006 21:44:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

ccrunch21 wrote on Thu, 09 November 2006 08:13ok first i play games with forty and its easy to get the ob when ur team has field control..people don't exspect apc comming because no one every does it..plus if ur a good driver u can weave through tanks easily..also the ob will only hit 1 apc at a time so u are at least going to get two through.. if you play with n00bs maybe you can't pull this off...Second yes i am sure people of thought of doing this but no one ever does this...thats why i brought it up just for a reminder

Your tactic sucks

Subject: Re: a way for gdi to destroy nods base on field
Posted by [crazfulla](#) on Tue, 12 Dec 2006 07:03:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

.

Subject: Re: a way for gdi to destroy nods base on field
Posted by [tompie15](#) on Sat, 23 Dec 2006 21:27:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

just get 3 hotties and walk the refinery or obelisk.
way more easier then buying 3 apc's and fill them
