
Subject: C&C Field.mix - Strategy Guide

Posted by [MexPirate](#) on Wed, 11 Apr 2007 11:51:58 GMT

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I wrote this for the newer people in my clan and thought there might be a few people here who would find it useful.

THINGS TO REMEMBER - THIS IS A GUIDE FOR CLANWARS/FUNWARS PLAYED ON PURE SERVERS, NOT 40 PLAYER PUBLIC SERVERS WITH STARTING CASH.

I am sure most of you already know everything here and there is obviously more to add - renegadewiki also has some of the best strategy guides available (think spoony wrote at least some of them) and they have screenshots they may help explain some of the things in this guide.

GDI:

Starting tactic:

Option 1: Grenadiers can attack either the airstrip or refinery by running through the tunnels, it may be wise to take a shooter if it's a big game to try and provide covering fire.

Option 2: Attack the harvester, make sure someone runs for the box, this can make the difference at the start. What troops you take depends on the situation but you can guarantee nod will be in the field so at least one shooter is a must.

Option 3: Ob rush if you have a few people you can just run directly to the ob or refinery, make sure you are spaced out - the ob will kill the person at the back but the rest should be ok (this can also be used later although success rate is slim)

What to buy

Tanks! don't buy any infantry unless you are playing a big game (then only one hottie to mine/tech) if you either killed the harv or hit the strip/ref you should have enough for a med when the harv dumps - if you have lost the harvester or didn't manage to get any points then an mrls can help to get the nod harv when it pops out and cover the field until you bring meds out, at least one person should wait until they can get a med, 2 or more for large game. Humvees/Mammoth tanks are pretty much useless imo - an early apc rush can be a good idea (perhaps if you got the box) but be aware that if you dont kill a building u just wasted money and nod will be bearing down on you with tanks in no time. Later on in the game once you have enough cash a hotwire is essential for repairing mid battle.

Tactics

No.1 priority is to take the field, if you have the field you have the game - even if you just kill their harv and can't hit the base you will cripple their finances, keep them blocked in and get lot's of points with no payback for them (as apposed to building hits where they get half the points+cash back from rep'n). If you want to survive for any length of time you MUST use the terrain to give

you cover, there is a hill in front of your base, the hut, the hill right at the bottom, hugging the wall near the waterfall and behind the nod bunker are all good spots depending on how far you can get out. You can of course start to hit the hand and ob once you are free to move out. If you find yourself getting camped on at any time a quick nuke rush to hit their refinery should make at least one person go back to base - this gives you a chance to push back and retake the field (if you are rich a fake beacon will do the same job)

Tips

In small games never leave the base entrance unless you are sure there are no stanks about - one med can sit just outside the entrance continuously hitting the harv as it comes out and still be able to guard against stanks and nuke rushes - this isn't so essential in larger games as stanks are unlikely to get through unseen.

When repairing in the field you need a hotwire, or it takes forever - if there is a chance an sbh might be around then repair in short bursts as you move, this only gives the sbh a tiny amount of time to steal your tank and chances are you will get in just as he runs to it and then you hear the satisfying boink

A hotwire can out repair a light tank, so if you find yourself one vs one just jump out and repair (just make sure you dont get shot, squished or have your tank stolen)

Nod:

Starting tactic

Option 1: Harvester! you need to take this down or GDI will get the money to take the field first - Nod shooters suck so take engineers and practice you pistol skills. The box is closer to the Nod side so as long as someone runs straight for it you should get it. It may be wise to leave one person back to cover the tunnels in case of GDI trying to hit your ref/strip.

Option 2: Wall hopping is allowed in clanwars, so engies running straight to the ref have a chance at taking it down or at least getting some quick points.

What to buy

Artilleries and light tanks are usually the best choice, it depends on the number of people in game but you should have more lights than artilleries and in a large game have a tech dedicated to rep'n the art(s). Stanks can be useful in a small game (2v2-3v3 max) but ONLY in the right situation don't buy a stank if GDI are camping your base entrance (they give away more points per shot than any other vehicle) if the field looks clear and you think you can sneak past then go for it - wait until you see GDI drive past you, then rush the agt. Flamers/buggies are pretty much useless, again apc's may be useful on occasion but 95% of the time a light will serv you better.

Tactics

Again you must use cover if you want to survive, the same spots as GDI work (apart from behind

the bunker) so use cover to dodge the incoming shells and rockets. Artilleries should stay back to start with EVEN IF ALL LOOKS CLEAR sitting behind the back hill you can hit the harv and any vehicle that comes out looking for you and you are incredibly hard to hit. Light tanks should move to the front hill then move up to the base entrance to cover the art's - they can then start hitting the WF as soon as it is clear. The artillery can move up once the lights are in position to the front hill and then up near the GDI bunker in order to start hitting the WF - if you start getting hit, just jump behind the front hill and blast the tanks to hell before resuming firing.

It is also possible to nuke either the refinery or barracks, again this is good for when you being camped on to force them to go back to base.

Tips

Listen out for the obelisk - if you hear it charge or fire think about what that means - could there be a tank rushing or someone ob rushing??

A teched artillery can take on virtually anything, feel free to rush a lone med head on - it will die before you do. if there are two meds, use cover as needed then rush once the first one is down.

Repair in the field! you don't even need to worry about sbh, just make sure you don't get sniped.

General Comments

If the enemy has tanks, kill them not the buildings - you can hit them once the tanks are gone.

Killing the harvester is a very good idea - killing it every time it pops out is usually enough to win the game.

Rushing in is rarely a good idea on this map, especially if it means you lose the field.

Make sure everyone knows what they are going to buy BEFORE the harvester dumps - and switch selections depending on who has what cash.

You cannot donate in a clanwar, but you can buy vehicles for each other - playing with all the details tabbed out allows you to check everyones finances - and it is likely that one person may have most of the cash if they are the one hitting buildings/doing all the repairing.

Know what you can out-repair in a 1v1 situation, ie engine repairs faster than apc/buggy and hotwire out repairs light tank + all infantry, if you are low on health you can jump out of your tank and repair a bit before jumping back in and shooting the attacker. A counter to this tactic is to simply rush up to the vehicle being repaired, leave your vehicle and jump into theirs and squish them (just be careful you dont screw it up!)

Always be aware of where people are on the other team - and COMMUNICATE if someone appears to be missing there is probably a nuke/ion incoming or a stank in waiting.

Hope a few people found this useful. I know it isn't anything new but many people still don't know elements mentioned here.

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [candy](#) on Fri, 27 Apr 2007 20:52:26 GMT
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just a little info
me as a good sniper on field (love that map) has taken out tons of techs trying to repair in field
i've stolen stanks, flamers, light anything they try to repair in field
if you get out allways, and i mean allways keep moving, don't repair near the waterfall, because a
simple soldier can hop in your veh like that
try to repair near the bunker, or behind the little hills

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [JPNOD](#) on Sat, 28 Apr 2007 06:28:35 GMT
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Good stuff.

another recommendation Blk's mining guide.

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 May 2007 02:53:19 GMT
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Those are some great strategies, but the problem is, a lot of clans actually reuse those strategies
on Field. They'll usually know exactly when the enemy will get Grenadiers, etc. and prepare for it.

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [Crusader](#) on Wed, 30 May 2007 05:14:19 GMT
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Which is why clan games seem monotonous to me...hey, I am not against clans...they are great
for teamwork and skillbuilding and friendship.

I know in public games there is a lot of unknowns you have to worry about...you have n00bs who
bought the game yesterday and so on. But still in public servers, you eventually get the job done.

The negative side of these strategies is that it will work only in clan games...they are completely useless in a public server because it needs participation from others to work.

But the strategies work sometimes for lone-wolves. Once I played lone-wolf in a Light Tank/Techie combo in a Field marathon...used the hills and hut for cover and was MVP.

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [Tunaman](#) on Wed, 30 May 2007 06:01:06 GMT
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[NEFobby[GEN] wrote on Tue, 29 May 2007 22:53]Those are some great strategies, but the problem is, a lot of clans actually reuse those strategies on Field. They'll usually know exactly when the enemy will get Grenadiers, etc. and prepare for it. So that's when you prepare for them preparing for it. ;p
The key to winning in clanwars is being smarter and faster than your opponents.. If you're resourceful then you can easily find ways to outsmart opponents who would normally beat you.

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [sadukar09](#) on Wed, 30 May 2007 19:30:40 GMT
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nice guide

Subject: Re: C&C Field.mix - Strategy Guide
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 May 2007 20:16:11 GMT
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I'm in the kind of clan that doesn't really follow the mainstream strategies. Most clans usually share the same strategies, and their wars all depend on "moving faster". I'm more intent on creating counter strategies and movements that most clans wouldn't do.
