
Subject: Nod owning "field" map
Posted by [Anonymous](#) on Tue, 07 May 2002 20:03:00 GMT
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Played this map 3 times yesterday, and each time at least one player said "god I hate this map, always a stalemate". Or along these lines. Not being much good at offense, I wondered how we could avoid the usual plinking away at the HoN tactic, and hit upon a winner. It's so simple it's funny (and a tad boring, but heck it works): All you need are 2 or more mobile artillery at the exit of the Nod base, and just continually pound the GDI exit. Why? - The rounds have the range and rate of fire to cause trouble for vehicles/infantry who are not expecting attack. - It's very hard for the GDI side to know/see where the fire is coming from, since you're in shadow and around a corner to them. - It gives your side's infantry and stealths a chance to get into position. - You're safe from fire from the waterfall tunnel exit. - You DON'T get pushed by or block the harvester. - Your own engineers are safe to repair you if you should get a stray hit. - You have time to type out warnings as you're the first to spot any armour. - You usually have time to kill their harvester before it reaches the tib field, or definitely kill it before it gets back with a full load. In the games I tried this, I was only supported once (by another arty), as per the usual lack of listening/teamworking. BUT, I scored 6 boinks, 1 mammoth, 2 meds and a MLRS kills. Not to count the damage done and number of retreats triggered. Try it and see

Subject: Nod owning "field" map
Posted by [Anonymous](#) on Tue, 07 May 2002 20:18:00 GMT
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Control 7... control 7... F2 AHH! entercontrol alt 6, control alt 6!alt 1 alt 1 alt 1!alt 3control alt 1 control alt 5

Subject: Nod owning "field" map
Posted by [Anonymous](#) on Tue, 07 May 2002 20:43:00 GMT
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What happens if the GDI park their MRLS outside their base first and spraying rockets all over the place? It is all depended on teamwork and who get the control of the field. I have won as Nod and GDI on the Field.

Subject: Nod owning "field" map
Posted by [Anonymous](#) on Tue, 07 May 2002 21:12:00 GMT
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3 artillery on the left ridge (from the nod side) own Gdi, then you just get some people to flame rush

Subject: Nod owning "field" map
Posted by [Anonymous](#) on Wed, 08 May 2002 09:54:00 GMT
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I've played this map as Nod and GDI - outnumbered and overnumbered ----It depends on the team you have -- if they play as team - you will own it -- if they dont -- stalemates or lost.....Everything has a counter - it's how you carry out the plan of attack that makes the difference.How many FT/Mamie rushes failed because the front one or two people backed out and tried to escape as they take fire?As the other side pounds you?Almost every map i played that starts out with people talking and making plans - almost ALWAYS wins the map....Communication is key --- !IMHO.....

Subject: Nod owning "field" map
Posted by [Anonymous](#) on Wed, 08 May 2002 10:36:00 GMT
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Whenever on field you get a lot of snipers heading for the concrete blocks. We think that from the first block you can get to your artillery. They can pick off your engineers quickly and if there are enough of them they will destroy your vehicle before your engineers get back. If you try to shoot at them they will see your shell a mile away and by moving back a metre or 2 are unharmed by it.Another counter to your tactic is that someone could quickly run around that corner and plaster you with c4.You're all right, it really comes down to teamwork.
