Subject: Stupidity 2: C&C Field
Posted by Anonymous on Tue, 09 Jul 2002 06:56:00 GMT
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2 Mob. Art., 3 Stealth Tanks, 1 APC getting hammered by mammoths & MRLS at the door of the Nod base. To scared to move out and attack.All yelling "I need repairs!"Probally the biggest problem is, that there isn't enough room for all those vehicles. Just wish they "Move out!"

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Thu, 11 Jul 2002 16:13:00 GMT
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if theres some guys waiting to get out of base (thinking the enemys pounding the base would leave) i buy a buggy and run out RAMMING an opening in the wall of enemys. then i yell "MOVE OUT" over the chat until it doesnt let me. sometimes the idiots wise up and help me. i saved a game with 2 min left. (we still lost, but at least we got within 200 points of GDI.   )

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Fri, 12 Jul 2002 16:16:00 GMT
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If I start as GDI on Field, I will engy rush the Harvy to get some points, then buy a Deadeye and snipe away. Meanwhile, GDI usually owns the field and begins bombarding the HON.   I inevitably die. Then I buy a Hotty, a Med tank, and rush to the front. By then a couple meds a mammy and a mrls are pounding the HON, which is being repaired at an equal rate. And maybe a light tank or stealth will pop around the wall and fire away, backing up quickly to repair.I charge forward, spamming 'Move Out'. In about 20 seconds, if my teamates are not total n00bs, the Ob is down. GDI Should always own on Field.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sat, 13 Jul 2002 19:26:00 GMT
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unfortunately, gdi usually gets to the doorstep of nod's base and then stays there, monotonously pounding the hand of nod for the last 25 minutes of the game. in times like that, where one team is doubtlessly going to lose, please just nuke your own pedestal. normally its really bad, but games liek that just waste people's times and misplace the attacker's points... people get mvp just because they hold fire for 25 minutes

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sun, 14 Jul 2002 09:30:00 GMT
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Nod can win easily onthis map... they can get any building w/o being in AGT way...wf, cna be aritllaried out, barax can be beacon, and refinary, can be beacon... but I KNOW HOW TO GET INTO THE AGT...u sneek in behind the harvester, so it cant see j00... simple eh?

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sun, 14 Jul 2002 11:22:00 GMT
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"unfortunately, gdi usually gets to the doorstep of nod's base and then stays there, monotonously pounding the hand of nod for the last 25 minutes of the game. in times like that, where one team is doubtlessly going to lose, please just nuke your own pedestal. normally its really bad, but games liek that just waste people's times and misplace the attacker's points... people get mvp just because they hold fire for 25 minutes "blargh...I hate getting sieged. It's pretty bad when you can't get out of the base to do anything. That's why on Field if I'm Nod the first thing I'll do is to tell people to take the field with lights and artilleries since they are cheaper and therefore faster to get out there. Nod can siege GDI right back with the proper backup.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Mon, 15 Jul 2002 00:35:00 GMT
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it works alright....one game i woz playin we got 6 mas and all hit the weap at the same time....in about 5 secs it woz destroyed and nod ruled from then on.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Mon, 15 Jul 2002 15:05:00 GMT
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H3licat: You aren't serious when u say to beac your own hand when the seige gets bad, were you? First, I dont think any one player has the right to sabotage the game for everyone, and secondly, I think you can turn almost any game around.People see the points and they think the game is unwinnable. But, using the example above: if Nod is getting hammered by gdi, and you can take the field just once (after a gdi rush is weathered for example) a flame rush can burn the gdi base down and win, or a couple nod apcs can easily get past agt. Also, a couple 1000 point characters can destroy buildings while gdi is all at your front door.Doomsayers like you will never impress me, sorry.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Mon, 15 Jul 2002 15:36:00 GMT
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field is a fun map...great for sieges and countersieges.It is so easy to turn a conquered field aroun

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it's not even funny! A few days ago, I was in a game where Nod had 4 arties and a mix of light and stealth tanks outside GDI's base. I got a medium tank and ran out at top speed, and managed to whack 3 arties and a light tank before dying.THe only problem is that people are too afraid to scratch the paint on their new tank, so afraid that they don't realize how much they can do with it. I lost my tank, sure, but in the process I got myself enough credits for a new one! The risk is well worth the results!

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Tue, 16 Jul 2002 06:49:00 GMT
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Yeah, I agree, the only time you should be even a little afraid to lose a vehicle is when your TR or WF/airstrip is out. I'm not saying be stupid, just be aggressive.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Tue, 16 Jul 2002 07:03:00 GMT
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This is so easy to beat as nod. All you need is everyone on your team to buy engineers. Then rush the agt. At least one will make it. Boom agt gone. After that GDI is on defense as noddies slip in the back door and nuke EVERYTHING. Just don't cluster up when you rush the agt, and have a damage resistant charachter up front to take hits. All you need is one to make it while GDI thinks they are owning the field. If you can't do this, then nuke thier tib factory, then thier barracks. Works best if you do both at same time. you will need cover fire though from teammates. I know, I know, easieer said than done, but NOT impossible. Easier than you think, and they can't be in the field and defending thier base at the same time.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Wed, 17 Jul 2002 13:48:00 GMT
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I don't think you were right about how ob kills 1 person at a time.I was at a game, gdi with apc rush, our apc got destroyed and the ob hit all 3 of us, and we all died, sametime! we were in a perfect triangle formation too (i think the ob splits to 3 lasers???) Zoom! and there was the 3 of us all charred on the ground, synchronized, pretty funny actually.   but it is sad too   we were like this   o   o o [July 17, 2002, 13:49: Message edited by: what_a_rush]

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Wed, 17 Jul 2002 18:59:00 GMT
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He meant that AGT can fire to more than one direction at a time, while Obby can't

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Thu, 18 Jul 2002 00:34:00 GMT
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Nod needs to watch out for infantry rushes more than GDI does, though. Remember, the AGT can kill 5 people at a time, and all pretty fast. The Obelisk can only hit ONE person at a time, and charges slowly. Heck, there's even a way to avoid it's shots alltogether.The field is up for grabs, though...anyone with the brains to do so can take it easily, and anyone with enough guts can take it right back.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Thu, 18 Jul 2002 08:58:00 GMT
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The ob only hits more than one person if you're close together. Try standing in a group of three when an AGT missile hits, you'll find it does the same thing. But run out from both tunnels at once, and someone's guaranteed to make it in.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sat, 20 Jul 2002 09:24:00 GMT
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If your nod, just get two engies and buggy rush the agt, makes more gdi go on defence. Also, as cheap as it may be (it works for both side though) get your team to beacon the ref in the tunnel. Without funds, your dead.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sun, 21 Jul 2002 02:29:00 GMT
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I play Renegade with a guy next door.since we both have cable,we can use a phone to sync our tactics. Ass Nod,if he stands by the refinery wall I can use him to jump up and over the wall and get a tech in the back of the refinery.They NEVER expect it!

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sun, 21 Jul 2002 15:26:00 GMT
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IF your defending your base inside your base, you might as well put Mobile Artilary to the right behind the wall. They get added protection from the wall and aren't in the way.Blue Eagle, did you know you don't need a second person to get over that wall? [July 21, 2002, 15:28: Message edited by: generalfox]

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Sun, 21 Jul 2002 20:23:00 GMT
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Well since no one else asked, I'll bite. Just how DO you get over that wall by yourself, generalfox?

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Mon, 22 Jul 2002 19:34:00 GMT
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bumpI want an answer to that question !!!

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Wed, 24 Jul 2002 01:13:00 GMT
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affirmative!

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Wed, 24 Jul 2002 02:14:00 GMT
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Simple, just go around the hand of nod, and walk over it, simple

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Subject: Stupidity 2: C&C Field
Posted by Anonymous on Wed, 24 Jul 2002 13:42:00 GMT
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That's why it's sometimes better to play infantry.

Subject: Stupidity 2: C&C Field
Posted by Anonymous on Wed, 24 Jul 2002 22:22:00 GMT
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Not THAT wall. Read generalfox's post in reply to BlueEagle-the wall next to the GDI refinery tunnel on Field.