
Subject: Good Field Strat

Posted by [Anonymous](#) on Fri, 19 Jul 2002 19:24:00 GMT

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ok, i joined a new server, and the map was field. so, i'm on Nod. we do the little shoot the harvy, build up some credits/points. so, someone said they were going to get a nuke. i said anyone want to flame rush? all of the sudden, we had the perfect plan!so, we had for flame tanks, and one nuke. we rushed GDI, and surprisingly, they didn't even expect it. so, on top of the distraction, we managed to kill the agt, war fac, and got the tib ref destroyed with a nuke. we rushed again, and got the barracks. it was a beautiful thing, to see teamwork and strategy.unfortunately, after that game, about a billion n00bs joined the Nod team (no team mix up), so it all went downhill from there

Subject: Good Field Strat

Posted by [Anonymous](#) on Sat, 20 Jul 2002 07:07:00 GMT

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The tactic is not great you just played vs n00bs

Subject: Good Field Strat

Posted by [Anonymous](#) on Sat, 20 Jul 2002 07:11:00 GMT

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the tactic sux, i know some good tac but i not gonna tell u =)

Subject: Good Field Strat

Posted by [Anonymous](#) on Sat, 20 Jul 2002 09:25:00 GMT

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I never flame rush on Field. You can see flamers coming a mile away and if you don't have control of the field first, you will most certainly die. A stank rush might work better.demoman's right in that you were probably playing against a team that wasn't playing well.I just find that controlling the field and destroying any vehicles that come out (as well as beating on enemy buildings) wins you the game on Field more often than going for base destruction.

Subject: Good Field Strat

Posted by [Anonymous](#) on Sat, 20 Jul 2002 23:55:00 GMT

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omg, who would have thought of that tactic, A FLAME RUSH! my god mate ur a genius.on big, open stages like field flame rushes get owned because like somebody already said, u can see em from a mile away, a few PIC Sydneys can take em all down from the waterfall befre they even

get to the base.stealth tank rushes always own because nobody ever sees them coming, u cant really prepare for em.

Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 09:47:00 GMT

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I just personally think that the flame rush is overestimated on the pub servers (and expected) and the stank rush is underestimated/unexpected. On City_flying, you can own with 4 stealth tanks coming through that gap. If they make it through, the factory is toast.I'm starting to see stealth tanks being used more often in rushes though, so maybe it's not completely futile.On field, a couple stealth tanks and an artillery or so can really do some damage.

Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 14:00:00 GMT

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If you are Nod on this map, here are some strategies:Lay a nuke behind the rock behind the infantry barracks. You can make it pass the AGT and it will blow up the IB. Best to lay it when GDI is busy pounding on your HON and not at the base, because it can be easily disarmed if a hotwire is near by.Another tactic is nuking the refinery. You can use the same place...just run with a SBH and lay the nuke between the silo and the building. This one is much harder to spot, as it's pretty dark and you may think it's in the tunnel or behind the refinery (if you can make it, placing it behind the refinery is VERY evil!)Mine the famous nuke exploit site. Keep control of the tunnels. GDI can easily rack up points with the nukes and hitting your Air Strip. Also, mine the front of HON and the OB.If you are GDI on this map, here are some strategies:Pound on HON with meds or mammoths. You can rack up serious points this way.Mine back tunnel to keep flammers and mendozas out. Also mine the AGT, Nod always goes for this. Maybe mine the front door of the WF too.You can also hit the airstrip and the OB for little points here and there.SuperTech

Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 17:53:00 GMT

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so, should we just stop posting all strats that aren't good enough for all the 'l33t' players? i'm sorry that my strat wasn't as good as all of yours, but i thought that since it worked once, maybe it would work again. sure, no one's perfect, but it's no reason to flame me.anyways, the field was already cleared by some light tanks w/ engineers, and we figured just rush so we could get a beacon in the back, because they had been guarding the barracks/tib ref. like it was the last thing left, so we needed a diversion. figured 3 or 4 flamers rushing would work good, and when faced with 4 flame tanks and at least 1 beacon, you're almost always going to get one building, unless you're on a 40 player server. so, while the flame rush by itself sucks, a flame rush combined with one or two beacons will do plenty of damage. sure, it's not a perfect strat, but it works, and i do

have a life, so i dont' play all day looking for the perfect strats, so sue me. and besides, it's a hell of a lot better than putting a beacon in a tunnel.

Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 18:00:00 GMT

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Try this when your on nod, when the tib harvester comes back to the refinery use it as a sheild and go though the front door of the refinery and place your nuke they will think its outside and be confused and by the time they find it its to late.

Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 21:00:00 GMT

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wow what a new tactic man of brilliance

Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 22:20:00 GMT

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Kapitan shut the hell up.

Subject: Good Field Strat

Posted by [Anonymous](#) on Mon, 22 Jul 2002 10:10:00 GMT

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Not really a new tactic. Offcourse there a more rushes you can combine with beacons. I'm not gonna flame you like those dudes who think they're all that. I just say: Keep up the teamwork and you will learn some other, perhaps more affective, tactics.

Subject: Good Field Strat

Posted by [Anonymous](#) on Mon, 22 Jul 2002 17:35:00 GMT

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I always wondered how they placed a beacon behind the refinery like that, using the harvester makes sense. Good strategy!SuperTech

Subject: Good Field Strat

Posted by [Anonymous](#) on Mon, 22 Jul 2002 18:18:00 GMT

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You say it worked once, so it may work again. I take it you never learned the Scientific method, then? Flame tanks do make good rushes, but if you have 1-for-1 engineers to flame tanks, that building can stay up all day. Stealth tanks hurt the infantry inside a building. Also, if there are any defenses, a med tank can block the flamers and hammer them with its cannon, while the AGT hits it. (flamers are good against mummies, however, if you get in close) If the other team has ANY clue, or preparation, they will terminate the flamers (esp. if there are Mobious' and PIC sydney's around)
