
Subject: Under & Field strategy comments.

Posted by [Anonymous](#) on Mon, 24 Feb 2003 18:59:00 GMT

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UnderSo GDI can ion PP, heck GDI can *walk* into the PP, HON & Obelisk from the tunnels. Whereas Nod can do *very* little from the tunnel. My question is will multi tunnel beacons kill GDI PP ? I dont consider this equal to Field tunnel beacons because of the 'tilt' in the tunnel advantage. True Nod can simply mine tunnel but that doesn't change the fact that Nod can not gain access to PP, barracks or AGT from tunnel readily (or am I mistaken?). I think the stealth tank over hill (to bypass GDI forces in field) isn't used enough. When GDI has the majority of its ppl in the field this will drop the AGT in no time flat ! Concerning Nod tunnel mines - I think mining @ the box is the best place - its the concentrator point. If you mine the wall by the door sometimes the mines will explode while the infi is *on the other side* of the wall - neutralizing your mines. FieldSo GDI's favorite building is the HON, not a bad choice. An even better choice is when you have a lot of tanks pounding HON eventually all Nod engies will be repairing it - this is THE BEST time to rush the Obelisk. While your pounding the HON, if you have engie support make the Obelisk fire a few times - this will desensitize them to not freak when Obelisk goes off. After pounding them for a bit (to 'train' them to be in HON) rush the Obelisk right after you hear 'HON under attack'. As you drive in someone should continue to shoot HON. Otherwise when engies hear Obelisk fire and notice HON isn't being hit they will catch on. Its is *all important* that the Obelisk door be blocked otherwise your efforts may be undermined. Beacon planting : If you can to obelisk w/beacon drop it on the LEFT side (towards the front)of obelisk. This side is viewable from the tunnel by the Nod ref. So snipers [etc] can cover and if you die you can make it back to cover from tunnel since its such a short trip. Note : Fake beacons are another good 'conditioner', after a few fakes the other team tends to stop looking as hard. Point being don't curse folks who plant fakes - take advantage of the situation ! On another note : need more multiple beacons plant's OR beacon plants with heavier support. One beacon w/2 timed c4 (as hottie/tech) or one/two beacons with three to five timed c4 ... which one do you think will work ? Any comments for these maps or others that are on a similar note ??ps. The HON / Obelisk thing may seem obvious but the other day on Field as GDI on WOL we had 4 or 5 meds and MRLS and ALL Nod engies were repping hand (cause it wasn't taking ne damage) but no one ever rushed obelisk. So in the end we didnt kill the hand but still lost all of our tanks. [February 24, 2003, 19:19: Message edited by: [sg]theOne]

Subject: Under & Field strategy comments.

Posted by [Anonymous](#) on Mon, 24 Feb 2003 19:02:00 GMT

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Yes, and on feild GDI can get in ref. I know how . While ob is still living.

Subject: Under & Field strategy comments.

Posted by [Anonymous](#) on Mon, 24 Feb 2003 19:05:00 GMT

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u can get into the pp as gdi on under, it takes some mastering and im not saying how but u can do

it

Subject: Under & Field strategy comments.

Posted by [Anonymous](#) on Mon, 24 Feb 2003 19:54:00 GMT

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on cnc_under as a nod unit it is possible to get in power plant. all you do is go down to the end of GDI's tunnel and jump on the base of light then jump on rock then jump over wall blocking PP runners. techs are probably the best to use when jumping the wall cause it may take a few tries to make it over

Subject: Under & Field strategy comments.

Posted by [Anonymous](#) on Tue, 25 Feb 2003 08:39:00 GMT

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On both maps Nod has good positions to set up Artilleries in their base to kill GDI's tanks. Field - Behind the wall that's next to the handUnder - Between the red dot on the Airstrip and the Tiberium Refinery Nod can also get into the AGT on foot on field (I tried on Under but have never been successful...)
