Subject: GDI tactic on field
Posted by SuperTech on Wed, 02 Apr 2003 16:00:49 GMT
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Other tricks:

You can make it to NOD's refinery with a nuke if nothing is mined in the back tunnel. Hide behind the first big rock, wait for a few seconds, then run behind the second rock, wait a few seconds and then jump to the space between the wall and the step outside the refinery. The obby won't hit you there and you can lay the nuke.

You can get to the back of the NOD refinery from the front tunnel if the turrent by the wall is destroyed. Get a mobius and a nuke. Hide behind the rock. Make a run for the refinery door. You'll take a 300 point hit, but you'll live with 47 health points. Lay the nuke in the back. Won't be easy to find.

You can attack the obby from the tunnel with a rocket launcher or ion cannon. You can also hit it from GDI's base with a MRL, but that's usually considered cheating.   There's also a point on the wall behind the NOD's refinery where you can lay an ION and it will take 1/2 of the refinery's health away. This is also considered cheating.

You can hide behind the rock near the front of the NOD base and hit the refinery with a grenadier for some quick points.

Mine points-> make sure you mine the back two rocks: the one by the refinery and the one by the infantry barracks. NOD can toast you two ways: refinery hopping and nuking. They can get a techie + anyone else, stand on you and jump the wall and take out the refinery. I suggest 6 per rock. That leaves 18. Then you want to mine the AGT with 6. That leaves 12. I would mine the side tunnel so they can't attack your AGT so easily. That leaves 6 C4s for misc. use.

The other trick by NOD on this map could be using a SBH and hiding behind the harvery. They can make it to the AGT or refinery this way, but that is not common due to lag issues, but be aware of this.

SuperTech