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Subject: C&C\_Under Nod Siege

Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:49:00 GMT

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I find in under, or in field, stealth tanks work great as beacon-helpers. Two players rush in, the first with a plain stealth tank, the second with a beacon, stealth tank and a hotwire. Drive round the back of the warfactory (on either of these maps). The first stealth gets destroyed, enemy team thinks that probably it most of the time. Wait for a quiet moment behind the factory, and when you get one, drop mines, then repair stealth, the plant nuke. A stealth tank guarding a mines nuke beacon, out of site of the GDI guard tower - very nasty, rarely fails if you manage to get to the back of their factory without losing both tanks. Never tried it with 3 tanks, quite hopeful though. [April 26, 2002: Message edited by: [uscm]DarkFox ]

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