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Subject: Getting past the GDI tower without a vehicle.  
Posted by [Anonymous](#) on Tue, 12 Mar 2002 17:51:00 GMT  
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quote:Originally posted by Spiff:And just how does one do this?If you get out anywhere within range of the guard tower you get shot.If you drive to a secluded corner you've most likely got a tank or other offensive GDI soldier following you.There's probably proximity mines around which you can't disarm.If you start planting the beacon you'll be killed by the guy who was following you. Or are you talking about destroying an undefended base? WE all know how to do that.Usually your vehicle will be destroyed after you get behind a vehicle, the sad part is that once you are out of the vehicle most players are too stupid to realize you are a stealth black hand and do not even come looking for you. Even if they try to find you, they are easy to evade. Mines are not a problem since if you have a nuke you just plant it outside the building and you do not even have to go in. When a the other team hears the nuke message, only engies/hotwires normally go after the beacon. All you have to do is sit back, cloaked and wait for the engies/hotwires to congregate, then unload on them in the head eliminating your problems. If there is a combat class player who sees the beacon, dispatch him first but only once the techs arrive to try to defuse. It is also much easier to nuke the powerplant or refinery than the barracks because they are generally farther back in the base, but cause almost the same problems to a team who loses them. It is also easier to do this in the back of enemy bases because no enemy troops are usually there.

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