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Subject: ppl destruction whilst playing "UNDER"  
Posted by [splash1st](#) on Thu, 02 Dec 2004 18:48:15 GMT  
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3x rocket soldiers + ion/nuke beacon, go 2 tunnel on bottom left, place beacon behind the big rock, protect the beacon + fire @ ppl, the beacon leaves ppl with 2 bars which is then easily taken out with rockets.

the rock gives cover from base defences. :twisted:

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [Spoony\\_old](#) on Thu, 02 Dec 2004 19:31:26 GMT  
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You don't need to do that

You can just lay your beacon behind the small wall next to the powerplant, the beacon will kill it on its own.

Still isn't GDI's best tactic on Under though, not by a long shot

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [SuperMidget](#) on Fri, 03 Dec 2004 12:58:30 GMT  
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GDI's pp is very un accessable from the rock, and I'm pretty sure everyone knows this.

You could also just get havoc/sakura, set the nuke/ion and just watch it with your scope :rolleyes:

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [TankClash](#) on Fri, 03 Dec 2004 14:54:46 GMT  
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Advanced Guard Tower would rip you to shreds. Also alerting the entire GDI force to your presence.

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [Jecht](#) on Fri, 03 Dec 2004 18:42:37 GMT  
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wouldnt work against me, my favorite place is the tunnels with my shiny sniper rifle.

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [splnwezel](#) on Fri, 03 Dec 2004 20:15:37 GMT  
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Yeah, I've been wondering why you've been hiding in the dark tunnels all the time... and here you come out with a shiny sniper rifle. What, were you polishing it or something in there? :rolleyes:

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [splash1st](#) on Fri, 03 Dec 2004 21:19:15 GMT  
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:twisted:

this does work and u do not get kill by the agt/oblisk. after its placed hide in tunnel and shoot at ppl, when beacon is about 2 fire. this will destroy it causing you to gain about 1000-1500 points for that.

ian

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [flyingfox](#) on Sat, 04 Dec 2004 00:12:50 GMT  
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Two SBH beaconers can destroy the GDI power plant also; I've done it myself. The guard tower does not rip you to shreds and in fact, if you're anything higher than an officer class it's possible to jump from lightpost to rock to over the wall. Too bad renegade's absolutely retarded and highly annoying lag prevents it unless you host.

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Subject: ppl destruction whilst playing "UNDER"  
Posted by [Jecht](#) on Sat, 04 Dec 2004 03:07:55 GMT  
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fo sho wezel, its not shiny unless i can see my face in it.

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