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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Wed, 20 Feb 2002 18:44:00 GMT

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Sneaking past the obolisk is easy, I found that out after I couple of hours of playing. I KNOW people sneak past the GDI tower through the back, but I dont know HOW they do it....what the hell are they hiding behind? The only large enough thing is that first rock, theres no other cover to run behind in range.....

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Wed, 20 Feb 2002 18:54:00 GMT

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keep jumping. 1 out of 2 times you'll get through.

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Thu, 21 Feb 2002 06:19:00 GMT

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Just run from the rock to the other side of the power plant while jumping lol? Impossible.....

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Thu, 21 Feb 2002 06:37:00 GMT

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Don't try to hide behind the rock. That will get you killed and the AGT keeps firing, which tells the GDI players someone is back there.Run straight from the tunnel to the back of the barracks while jumping. If you had full health and armor you will usually make it with a little health left. If you were hurt much to start with, you're wasting your time even trying.

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Thu, 21 Feb 2002 09:34:00 GMT

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By accident I discovered something that might work, though I haven't had a chance to test it.I was base NOd soldier attacking at the opening of the GDI base. I took out a few ground troops and the way was clear--then the GDI harvester rolls past me and a light bulb comes on over my head. So I get in line behind the Harvester and as I round into view of the AGT it starts pummelling away at me, but the harvester is in the way so I'm sitting pretty using the harvest for cover. Of course, then a GDI infantry came and blasted me to hell, but....What if you did this with a cloaked Black Hand. I know GDI troops can see u if their in range, but I got within about 2 harvester lengths of the AGT with a normal Nod soldier before someone saw me. The cloaking might give you the concealment

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to sneak behind the harvester without GDI troops seeing you. I haven't had a chance to try it though. Think it would work?

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Thu, 21 Feb 2002 10:01:00 GMT

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The best thing to do is to not sneak past the tower, but, select a character with a rocket launcher, wait inside the tunnel so you can see only the power plant, and then blow it to kingdom come! It takes a while, but once that baby blows, the guard post will power down and you can run around blasting away at anything to your hearts content! A couple of guys with launchers can bust it in about 2 mins!

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Thu, 21 Feb 2002 10:30:00 GMT

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What i do all the time and it works is just have a least 1700 credits and buy a APC and a nuke. then rush your apc into the guard tower (the tower will NOT be able to kill you, i made it all the way to the powerplant while the guard tower was shooting) anyway get IN the tower and in the back left corner of the tower place your nuke and BOOM towers dead and some people around it..PS is you see some infantry.. run them over

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Subject: How the hell do you sneak past the guard tower through tunne  
Posted by [Anonymous](#) on Fri, 22 Feb 2002 00:12:00 GMT

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quote:A couple of guys with launchers can bust it in about 2 mins!This may work in a small game, but it sure as heck will not work in a 16-40 player game. People will hear the "GDI Power Plant is under attack" message and notice the rockets coming from the tunnels. Two minutes is a heck of a long time. One engineer repairing the building can keep those two guys from ever destroying it too.Lastly, I ALWAYS check the tunnels after a respawn and kill anyone inside. I guarantee you won't pull that off in a game I play in. For a small game of 2 vs. 2 though, I can see how it would work, plus you get a lot of cash for damaging buildings.

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