
Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 01:03:00 GMT
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I disagree with this "never nuke/ion the inside of a structure" strategy that I hear people always talk about. I believe most people are expecting them to be on the outside, so therefore it is strategically better to do this on the inside, in a corner, esp. in the refinery. Also, vehicles can also attack you while you are defending a nuke that is placed on the outside, while on the inside you are limited to infantry. Just earlier today I planted a nuke with my stealth guy on the inside of the refinery, and as I watched, 3 hotwires passed right by me (expecting the nuke to be on the outside) and to the back of the refinery. I successfully destroyed the refinery, and stumped the GDI team. This isn't the only time I have done this, it's happened many times. Another good time to perform this act is in the no-defense structure maps, when tanks are usually roaming around the base looking for nod stealth guys (since they can see them). In conclusion, don't discard strategies because they may seem to be illogical. It may just be the opposite.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 01:08:00 GMT
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place it outside and drive on top of it with your vehicle and wait, when it blows drive away and watch their doom. but before you use vehicles destroy their weapon factory/airstrip first because otherwise you are just a spot which anyone points tier turrets at.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 02:46:00 GMT
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good places to put it are inside that circular area in the airstrip... the inside area where the tanks come out of the weapons factory... it's probably the perfect spot... except for when they build a tank you go bye bye... and inside both power plants... there's that long thingy in the middle, place it behind that... none of these have ever been defused while I've been playing once my nuke was spotted in the power plant but nobody else was anywhere near it so bye bye

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 11:52:00 GMT
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ok, bye bye

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 13:12:00 GMT

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i do that against ..the oblisk and gdi i put my tnak ontop of it ..lolthen when its about to come and siren goes off or w/ei drive away

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 16:00:00 GMT
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It's lame how you can stick c4 and beacons in places that are almost impossible to reach with repair guns, many times I've lost a building due to the c4 being stuck so that you can only shoot it in one place to disarm it. I know most of the time people don't do that on purpose but I imagine eventually someone will find a place to stick the c4 that is impossible to disarm and be a total lamer.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 17:51:00 GMT
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The ultimate place for a nuke or ion beacons is in between the silo and the refinery, i found this out during skirmish00 i looked for every possible way for a beacon to be place and easy to defend. behind the silo is a very sneaky place and not many people bother to check there though they probally will now

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 18:15:00 GMT
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jmcdavel2 i do know what ur tlaking about its liek the c4 sinks into the mct and no matter what angle u get at u cant disarm it

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 21:28:00 GMT
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Placed where i put beacons, and they have never been disarmed. Turrets No one ever expects a beacon on a turret, that is simple. Hand of Nod Right under the MCT. No one ever finds it, because they only look on the pedestal... Barracks I always put it between the two doors on the inside, no one ever sees it. War Factory In the corner of the garage where the vehicles come out, or on the control panel thing, in front of the window... you know the place... Airstrip In the circle thing in the building(cant beleive no one looks there) Power plant On that control desk thing in the middle, facing the MCT. Refineries Once I successfully made it while the harvester

docking, I put the beacon in that docking garage thingy, and no one found it...Obelisk/AGT Haven't found fail-proof way yet...

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sun, 24 Mar 2002 21:34:00 GMT
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Turretsi use c4Hand of Nodi place it in the dark spot right b4 the steps begin going from themct to the pedastalBarracksi usually place it on the pedstal ..or outside in the back of itWar Factorybehind the p**** (that is accross from the mct)in the garage ..or some corner on the outsideAirstripin the elevator type thing inside the buildingPower plantbehind the control p**** thing infront of the mct,or on the outside cornerRefinerieseither inside in that corner thats behind the mctbut usuall i stick it inbetween the building and the big silo type thingon the side Obelisk and Advanced Guard Toweri wont give that 1 away

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 00:48:00 GMT
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I planted one right inside the lower door of the Hand of Nod, and it got almost stuck in the wall. 4 engys running around screaming because they can't find it, how priceless.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 03:39:00 GMT
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i dunno if it works, but, for example on the map C&C_walls, theres a tunnel! what about taking a vehicle, for example a stealth tank down there, get up over the tunnel, and place the nuke exactly on the tank! now u got a mobile nuke device, with hase not to be planted anymore! the stealthtank is quite fast, and then u drive simply next to a building, and let the nuke ***! as far as i know, u should even survive this attack!i never tried out thisone, coz normaly one team wins bevore u get a stealth and a nuke, or someone is stealing ur stealth be4 the nuke can be plantet! but probably it works, so just try out!

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 03:41:00 GMT
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if a nuke is placed next to the rafinery, just look the thing where the harvester is docking, up!i plant my nukes there! u can nicely camp with ur stealthguy there, and when harvester is docking, there is less chance to see the beacon!i took out some bases bith this teck!

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 08:11:00 GMT
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quote:Originally posted by bdb: Another good time to perform this act is in the no-defense structure maps, when tanks are usually roaming around the base looking for nod stealth guys (since they can see them). In conclusion, don't discard strategies because they may seem to be illogical. It may just be the opposite. One minor flaw in your statement that actually works to support your strategy is that vehicles cannot see stealth blackhand's. I wish i still had the screen shot but, On islands a friend actually has a screenshot of me standing amidst 3 medium tanks moving to attack our base. the two of us managed to nuke the weapons factory and the and tiberium refinery and we just ran right past all the vehicles. It's the infantry on foot that you have to avoid.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 09:11:00 GMT
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WTF would you waste a beacon on a turret?

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 13:13:00 GMT
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quote:Originally posted by Transnote: WTF would you waste a beacon on a turret? yea he didnt make sense therei use c4 unless i have a tank on turrets

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 13:39:00 GMT
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Nuke on a turret is just a distraction. When Nod hears, "Ion cannon beacon deployed," shoot another one of their structures with something. All of the team's engines are looking around in the structure you "attacked" for the beacon. While they are doing this, a barrage of rockets hit their other buildings while they still don't know where the beacon is. Im drunk.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 14:08:00 GMT
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quote:Originally posted by UltraMoron: Nuke on a turret is just a distraction. When Nod hears, "Ion cannon beacon deployed," shoot another one of their structures with something. All of the team's

engies are looking around in the structure you "attacked" for the beacon. While they are doing this, a barrage of rockets hit their other buildings while they still don't know where the beacon is. Im drunk. Thats why you DEFEND the beacon with a anti-infantry character till its about to fire or strike!

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Mon, 25 Mar 2002 14:15:00 GMT
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ROFLi hope ur drunkb/c u make NO senseno one in there RIGHT mind would EVER place a becon on a turrenti mean what a waste

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:04:00 GMT
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People don't check for beacons on turrets because they assume that people in general are smart enough not to buy a \$1000 beacon, plus a character, then infiltrate a base and waste it on a turret. If the turret is really pi*sing you off then C4 it, then use your nuke on a valuable structure. What's really stupid is when someone puts a nuke in the base defense once the PP's been taken out, and this has happend a fair amount with me. I don't use any places that haven't been mentioned already.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Tue, 26 Mar 2002 05:44:00 GMT
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quote:Originally posted by UltraMoron:Placed where i put beacons, and they have never been disarmed.Turrets No one ever expects a beacon on a turret, that is simple.Hand of Nod Right under the MCT. No one ever finds it, because they only look on the pedestal...Barracks I always put it between the two doors on the inside, no one ever sees it.War Factory In the corner of the garage where the vehicles come out, or on the control panel thing, in front of the window... you know the place...Airstrip In the circle thing in the building(cant beleive no one looks there)Power plant On that control desk thing in the middle, facing the MCT.Refineres Once I successfully made it while the harvester docking, I put the beacon in that docking garage thingy, and no one found it...Obelisk/AGT Haven't found fail-proof way yet...duhz..they wont work a beeping sound will be given out by the beacons

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Tue, 26 Mar 2002 08:11:00 GMT
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quote:Originally posted by Raveshaw:good places to put it are inside that circular area in the airstrip... the inside area where the tanks come out of the weapons factory... its probably the perfect spot... except for when they build a tank you go bye bye...and inside both power plants... theres that long thingy in the middle, place it behind that... none of these have ever been defused while ive been playing once my nuke was spotted in the power plant but nobody else was anywhere near it so bye bye what to think of the 'open' area between the refinery and the 'silo'

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Tue, 26 Mar 2002 09:09:00 GMT
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He had a good idea, when you deploy a beacon in a building shoot at a different building. the enemy will think you are in that building killing a teammate and deploying a beacon when you are actually deploying the beacon in another building. And why are you guys are telling everyone your secret hiding places? Now they will know where to look!

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Tue, 26 Mar 2002 10:38:00 GMT
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Everybody knows about there. I say put the beacons wherever you want to put them, and stop telling people where to, or where not to put them! Users choice! As long as its not in their own base! Peace

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Tue, 26 Mar 2002 12:07:00 GMT
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quote:Originally posted by UltraMoron:Placed where i put beacons, and they have never been disarmed. Turrets No one ever expects a beacon on a turret, that is simple. Hand of Nod Right under the MCT. No one ever finds it, because they only look on the pedestal... Barracks I always put it between the two doors on the inside, no one ever sees it. War Factory In the corner of the garage where the vehicles come out, or on the control panel thing, in front of the window... you know the place... Airstrip In the circle thing in the building(cant beleive no one looks there) Power plant On that control desk thing in the middle, facing the MCT. Refineries Once I successfully made it while the harvester docking, I put the beacon in that docking garage thingy, and no one found it... Obelisk/AGT Haven't found fail-proof way yet... i check all those. except when i'm almost done disarming the beacon a timed c4 goes off near it and and i go "bye bye"

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Fri, 29 Mar 2002 21:39:00 GMT

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This might sound stupid, but this is a method that works for me. I need one other person to help. Me and a buddy(black hands) sneak into the GDI base, I place the nuke(lets say at the powerplant), and then stand hidden and guard it. My buddy then stands outside another building(exposes himself, like shoot or what ever), then sends a message to everyone (F2), says something to the effect of, HA HA, SORRY GDI KISS YOUR (THE FAKE BUILDING) GOOD BYE. Then GDI rushes towards that building looking for the Nuke, then its too late by the time they figure somethings up.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Fri, 29 Mar 2002 22:22:00 GMT
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thats not even close to original

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sat, 30 Mar 2002 04:31:00 GMT
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I think I know the best way to nuke or ion cannon obelisk or AGT. I put it outside on the side that faces the exit. Everyone runs by without noticing. This is harder to do to Nod though because they have turrets.

Subject: The "never nuke inside of building" BS
Posted by [Anonymous](#) on Sat, 30 Mar 2002 06:13:00 GMT
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