
Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 14:05:00 GMT

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Ok, whenever I'm Nod at the Mesa level I admit, I always save up for a buggy/technician to jump the fence, pass the agt, and sneak into the refinery and blow it up. SO many people keep saying that strategy is so outdated and overused. ok, its used alot. but, outdated?? if its so outdated why does it work for me 95\% of the time. the GDI team just doesnt pay attention, and people need ot make an excuse for why they lost their refinery.same thing with the gunner attack on the Nod refinery in that level. only a stupid Nod team that doesnt pay attention will let it die. and I have been stuck with that kind of Nod team too much. Many is the time I go off and kill the gdi refinery and Im happy, only to come back to see mine dead too.so, whats everyone think of this tactic?

Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 14:12:00 GMT

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Hey, whatever works that isn't cheating is alright in my book. And if the strategy is so outdated, why in my (most likely) hundreds of times playing have I never seen this done against my team?

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Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:38:00 GMT

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celica, I hate that Kill their ****, 2 down 1 to go, and your team cant find a nuke or defend the **** base I play a lot and I just learned that strategy yesterday...and I love it it was mined once on me, thoughGunnars on the refine usually don't work...I'm going to go test how many gunners it takes to kill a building

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Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:22:00 GMT

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What? an AGT in mesa? I thought mesa was the one of the ones with the new flying units soon, and the arch... and the big plateau in the middle... I don't know what you're talking about...[April 13, 2002: Message edited by: Slavik81]

Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 23:04:00 GMT

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thats walls you silly ninny. mesa is the one with the tiberium cave in middle where gdi's agt shoots

nod's harvi. I have never seen the jump tactic used against me but I have used it myself. Cept never try it in the forum game cause theres always someone who mines the bunker so if I tr to get out I die.

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Posted by [Anonymous](#) on Sat, 13 Apr 2002 23:15:00 GMT

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where the hell is the forum game, anyways?is it on WOL, and what's host name?I never see it...I don't care if its not on wol thorank 330!

Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 04:41:00 GMT

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it only takes 2 gunners to kill a building provided nobody repairs it. but 5 gunners usually works to kill a building.well, I love this strategy. I think everyone should use it)

Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:57:00 GMT

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quote:Originally posted by Mikeon:thats walls you silly ninny. mesa is the one with the tiberium cave in middle where gdi's agt shoots nod's harvi. I have never seen the jump tactic used against me but I have used it myself. Cept never try it in the forum game cause theres always someone who mines the bunker so if I tr to get out I die.Ok, then I was thinking of canyon...

Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 14:43:00 GMT

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There's a few interesting things you can do in the barricaded area between the gdi and nod base on mesa. I recently discover that u can jump the barricade with a stealth tank and get close enough to the gdi refinery to hit it without alerting the agt. I doubt u could take it out this way, but it make for a good distraction. Plus, if things start looking dangerous, u can back yourself off until u stealth, go back to yor side, repair yourself, and then go back for more.

Subject: the mesa strategy - outdated?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:40:00 GMT

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quote:Originally posted by mynameisogun:There's a few interesting things you can do in the barricaded area between the gdi and nod base on mesa. I recently discover that u can jump the barricade with a stealth tank and get close enough to the gdi refinery to hit it without alerting the agt. I doubt u could take it out this way, but it make for a good distraction. Plus, if things start looking dangerous, u can back yourself off until u stealth, go back to yor side, repair yourself, and then go back for more.With an arti backing you up, it's dead. It works great.
