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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Mon, 27 May 2002 22:41:00 GMT

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This is a list of tactics that can be used which result in moderate damage with no risk, meaning either the Obelisk/AGT will not fire, or you can get into the base or perform the damage without dying. This is certainly not a complete list, by all means post any additions. If you post this elsewhere, please credit the source. -Blazer/blazer0x I will post a more complete list when I am in the mood to recall them all. Please note that all tactics share a common theme of penetrating the base itself or attacking units INSIDE the base. This is why I do not list good field sniper positions, mining tunnels, or most maps that have no defense. These tactics do not include APC/tank rushes, which are a given.

MAP TEAM TACTIC-----Field  
GDI Run out of tunnel and strafe diagonally toward HoN and obelisk will not fire. Field  
GDI Run out of tunnel and plant Ion beacon behind 2nd rock to destroy refinery. Field  
GDI Shoot Nod airstrip (building) from tunnel. Field GDI Snipe Nod infantry in vicinity of obelisk, HoN, & airstrip. Field GDI Snipe infantry inside-upstairs in HoN from field. Field GDI Run directly from tunnel into refinery (if 1K character). Field GDI Plant 3 nukes in tunnel by crate and destroy refinery (must be close to appropriate wall). Field Nod Run out of tunnel by refinery and plant nuke. Field Nod Plant 3 nukes in tunnel by crate and destroy refinery (must be close to appropriate wall). Field Nod Shoot GDI barracks from rear tunnel. Field Nod Shoot GDI Weap Fact from AGT tunnel. Field Nod Snipe GDI infantry from AGT tunnel. Note you can zoom in on weap fact doorway/PT. Field Nod Plant beacon behind rock outside rear tunnel to destroy barracks. Field Nod Snipe GDI infantry in vicinity of weap fact from field. Under GDI Sneak into base from rear tunnel. Crouch behind first rock, run to wall and crouch, then run diagonally toward HoN. Obelisk will not fire. Under GDI Run out of rear tunnel and plant beacon to destroy refinery. Under GDI Shoot obelisk from tunnel. Under NOD Shoot refinery from tunnel. Hourglass GDI Destroy Nod turrets from tunnel with gunner. Hourglass GDI MRLS attack Refinery from hilltop. Obelisk will not fire. Hourglass GDI MRLS safely attack harvester from hilltop. Hourglass GDI MRLS safely attack Obelisk from position on hilltop behind rock. Hourglass GDI Snipe infantry inside base from hilltop. Hourglass Nod Snipe infantry inside base from hilltop. Hourglass Nod Attack Weap Fact from tunnel. Islands GDI Attack HoN through mountains with MRLS from Position behind barracks next to refinery. City GDI Drive into base from tiberium field. City GDI Snipe infantry inside base from tunnel. City GDI Sometimes can run from HoN door to Obelisk. City GDI Sneak into base by walking with harvester. City Nod Drive into base from tiberium field. City Nod Sneak into base by following harvester. City Nod Drive buggy into base from tib field, park behind weap fact, enter via side door. To Be Continued....there are many more, but im off to play

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 07:53:00 GMT

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Under GDI shoot Nod Refinery and Airstrip with MRLS/Tanks from outside base, out of Obelisk range (doesn't work on GDI). Under GDI snipe into NOD base from outside entrance (doesn't work on GDI). Mesa GDI snipe into NOD base from back entrance (the entrance that vehicles cannot

enter). Obelisk does not shoot. Will not work on GDI, as the AGT is very alert on both sides. Islands GDI MRLS can aim for HON from home base. Islands GDI can cross into tunnel and plant beacon to destroy HON and hide behind the ramp to cover the beacon. City GDI APC can take road path then shortcut through Tib field and into narrow passage behind tall building. Easy access to HON entrance. Under NOD can easily get to back buildings in GDI base with stealth trooper for nuking if moving fast enough. Under GDI, APC can easily reach HON ramp entrance before Obelisk blows it up.

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Subject: List of tactics which result in building destruction or abno  
Posted by [Anonymous](#) on Tue, 28 May 2002 08:11:00 GMT

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lol why are you ppl keep saying GDI plant NUKE blablabla? thought they had an ion beacon?

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Subject: List of tactics which result in building destruction or abno  
Posted by [Anonymous](#) on Tue, 28 May 2002 08:36:00 GMT

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quote:Originally posted by Aramachus: Under GDI shoot Nod Refinery and Airstrip with MRLS/Tanks from outside base, out of Obelisk range (doesn't work on GDI). Under GDI snipe into NOD base from outside entrance (doesn't work on GDI). Mesa GDI snipe into NOD base from back entrance (the entrance that vehicles cannot enter). Obelisk does not shoot. Will not work on GDI, as the AGT is very alert on both sides. Islands GDI MRLS can aim for HON from home base. Islands GDI can cross into tunnel and plant beacon to destroy HON and hide behind the ramp to cover the beacon. City GDI APC can take road path then shortcut through Tib field and into narrow passage behind tall building. Easy access to HON entrance. Under NOD can easily get to back buildings in GDI base with stealth trooper for nuking if moving fast enough. Under GDI, APC can easily reach HON ramp entrance before Obelisk blows it up.

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Subject: List of tactics which result in building destruction or abno  
Posted by [Anonymous](#) on Tue, 28 May 2002 10:21:00 GMT

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Islands, Brotherhood of Nod: Go up the ramp above the tunnels and shot the weapons factory with a rocket soldier.

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Subject: List of tactics which result in building destruction or abno  
Posted by [Anonymous](#) on Tue, 28 May 2002 10:40:00 GMT

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Field GDI Run out of back tunnel, crouch behind wall, let obby finish charging, run out and straight into obelisk. Occasionally doesn't work. Never works with lag.

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 11:52:00 GMT

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quote:Originally posted by Aramachus:Under GDI shoot Nod Refinery and Airstrip with MRLS/Tanks from outside base, out of Obelisk range (doesn't work on GDI).Does too. You can destroy the AGT first without it being able to retaliate (with, say arty) and then finish everything else. Tested and succeeded. quote:Originally posted by Aramachus:Islands GDI MRLS can aim for HON from home base.This was already said, btw. quote:Originally posted by Aramachus:Under GDI, APC can easily reach HON ramp entrance before Obelisk blows it up.This is true on many maps.

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 15:07:00 GMT

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wait a minute?Under GDI run out of tunnel deploy nuke to destroy ref?!you crazy? with nod the ref in all the way back! you never make it!

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 18:21:00 GMT

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I agree, the artillary can destroy WF, AGT and Refinary in under... (seconds what eae said)Don't forget distracting the defensive structors.not sure if mentioned, but VM posted this a while ago.City\_Flying GDI can run next to wall (easier if the turret is gone), run under civilian building ramps, to hand of nod, then enter from:back doorwindowfront door[ May 28, 2002: Message edited by: generalfox ]

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 18:50:00 GMT

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Lol that was a funny pic whoever did that "IT's Nod not NOD!" but seriously, you guys are takin it WAY TOO FAR! Does it really matter to you. And what is that pic, the American's taking a picture of a German Soldier (NAtionalist Socialist Party, can't say the abbrev. )

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 23:35:00 GMT

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quote:Originally posted by CausImARenegade:Lol that was a funny pic whoever did that "IT's Nod

not NOD!" but seriously, you guys are takin it WAY TOO FAR! Does it really matter to you. And what is that pic, the American's taking a picture of a German Soldier (NAtionalist Socialist Party, can't say the abbrev. )ignore him

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Wed, 29 May 2002 02:42:00 GMT

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quote:Originally posted by MI6:wait a minute?Under GDI run out of tunnel deploy nuke to destroy ref?!you crazy? with nod the ref in all the way back! you never make it!Whoops I meant PP

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Wed, 29 May 2002 13:37:00 GMT

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quote:Originally posted by aircraftkiller2001: I crack up every time I see that guy.NOD NOD NOD NOD NOD NOD NOD NOD NOD NOD! Lol.

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Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Wed, 29 May 2002 17:38:00 GMT

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Donald Sutherland, Invasion of the Body Snatchers remake.You need to get a screen of that dog with the human head...now THAT would be cool.I do like this one though Ack, nice choice.

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