
Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 19:21:00 GMT

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A GDI Mobius can get into the Nod base (FROM *EITHER* TUNNEL), destroy the refinery or obelisk, and go back to the GDI base without dying. The obelisk or refinery can also be destroyed by a Hotwire from the refinery tunnel. Nod can destroy the GDI Refinery by jumping over the wall (requires 2 Nod ppl). Nod can also run out of the AGT tunnel when the harvester is going by and get into the AGT alive. A chemwarrior can destroy a building with his timed c4 plus all his ammo. A Mobius/mendoza can destroy a building with just their 400 ammo. This is old news to most people. I know there are other methods, Im talking about non-nuke methods.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 19:33:00 GMT

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info for the newer people huh. Or are you just trying to make yourself look good and/or likable with the ppl?

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 19:34:00 GMT

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Uhhh I could give a rats ass what people think about me. This is a strategy and tactics forum...I posted some strategy and tactics. Got a problem with that?

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 19:35:00 GMT

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nope and today i found a supposed "trainer" so i thought better see if it works and good thing it didnt. i found it on some german site.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 19:38:00 GMT

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There are some working trainers out there...they only work in SP mode of course...unlimited ammo and stuff like that.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 19:40:00 GMT

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Ahhhhh brainfreezehh why would you need to cheat in SP? might be fun i suppose. I ran out of ammo alot i think.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 20:34:00 GMT

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I dunno especially when you can use the -cheatcc switch thing.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 21:36:00 GMT

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It's good that people are constantly posting strategies for this game, even if they have been before. New people come here and they probably don't want to dive into the months of past posts to find a simple strat, so having them fresh on the top helps. Keep up the good work.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 22:59:00 GMT

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Remember to use Subterfuge....

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 23:56:00 GMT

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Subterfuge - i.e be sneaky right?

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 05 Jul 2002 04:43:00 GMT

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Yeah, hiding behind rocks, plugging people the back, putting c-4 on snipers, beacons on top of weapons factories, that sort of thing.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 05 Jul 2002 06:35:00 GMT

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How can Nod jump over a wall using two people?

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 05 Jul 2002 07:10:00 GMT

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you both run out by the refinery to the wall, and one of you crouches and the other jumps on him and over the wall. I have been told that you can also both just stand side by side and keep jumping and one of you will go over. Either way usually gdi comes and finds just the one guy there and kills him, and thinks all is well, meanwhile your tech is inside the refinery planting c4

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 05 Jul 2002 07:53:00 GMT

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Blazer It's information that's pause for thought. Who would expect 2 engies coming over the wall? Or as you said one dies and the other gets busy "trashing" the place. Good tactics none the less and I have no quams about trying them out myself....

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 12 Jul 2002 11:17:00 GMT

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Hmmm, haven't heard that one...you don't get shot up by the AGT while all this is happening?

Subject: Field.mix attacks, destroying buildings without nukes.

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

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r u talking about the tunnel by the barracks and ref or the one goin straight 2 the agt because how could a silo from the ref block the agt's fire the ref isn't even in view from the tunnel goin 2 agt

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Sat, 13 Jul 2002 19:17:00 GMT

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so obviously is the other tunnel... use your head. i didnt know u could scale walls, i thought u

couldnt jump on someone else's head... i also didn't know you could get to the agt when the harv goes by, but it makes sense... you could also just nuke inside the agt, too... i wouldn't be surprised if it worked. the whole team would just run to the refinery, that's all anyone ever nukes

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Sun, 14 Jul 2002 00:54:00 GMT

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No, the silo is blocking the AGT's line of fire/

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Sun, 14 Jul 2002 08:47:00 GMT

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the jump the wall trick is good but every1 knows it now and when a gdi soldier kills 1 engi beside the wall he will usually check the refinery for ne1 else there....the best way to do it is to go with 3 or 4 engis and 1 officer....the officer gives all the engis a leap over and they plant their remote c4s on the mct and say bye to the refinery....the gdi soldiers meanwhile are distracted by the officer so they don't go for the engis.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Sun, 14 Jul 2002 08:52:00 GMT

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in a game i was just in, Nod rushed with four flame tanks, then four more, and then a few more after that. the first wave was killed off, and everything was repaired. but the next wave somehow destroyed the agt. i don't know how this happened, because i was killed trying to kill the flames. after the agt was down, the game ended quite quickly.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 13 Aug 2002 19:18:00 GMT

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"A Mobius/mendoza can destroy a building with just their 400 ammo" Not true. I killed a Mobius in the HoN and he was shooting it with his pistol. For he had used up all of his ammo and timed c4.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 13 Aug 2002 19:29:00 GMT

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Whatever you say, but I have destroyed countless buildings with the Volt Rifle

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 13 Aug 2002 20:09:00 GMT

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I've also heard that GDI can jump onto somebody in the obelisk to reach the block ledge behind the MCT.1. Two people jump up on the MCT.2. One crouches.3. Jump on the shoulders of the crouching player.4. Then jump to the ledge above.4. Place yur Ion Beacon up there and it'll be near impossible for Nod to disarm it - unless they do the same as you did... by which time it'll have already detonated.Does this trick work? I've this tried before, tho the lag was preventing me from jumping onto my team mates shoulders. [August 13, 2002, 20:13: Message edited by: npsmith82]

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 13 Aug 2002 23:13:00 GMT

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I've always wanted to get up there, but never had anyone cooperate with me to try.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 04:56:00 GMT

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I know its a little off topic but one of those heli-stack pics makes the hand of nod look like an allied tech centre from RED ALERT ...I have never noticed this ledge before will have to take a look.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 07:02:00 GMT

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Blazer how u destroy Obilisk wit

[illegible]

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 07:18:00 GMT

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The easiest way is the "ledge trick". You come out of the tunnel by the airstrip, hide behind the

first rock for 5 seconds, then run to the second rock and wait there for 5 seconds. Then run straight to your left to the spot next to the ledge on the refinery wall. You are SAFE here...the obelisk will not fire. You can then jump up onto the ledge. You are safe here as well. If you want to destroy the refinery, you can now jump over the gap and go in the refinery back door. To destroy the obelisk, run along the ledge towards the obelisk. When you get to the end, JUMP and you will make it into the obby without it firing at you. Practice this in lan mode or with a friend hosting so you can get the timing right.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 10:32:00 GMT

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Blazer you cant kill a building with just your volt rifle..... you need a timed c4 too..... I've done it many times.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 11:04:00 GMT

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I just love it when people try to argue without knowing WTF they are talking about. You CAN destroy a building with just the volt rifle. Unlike you, Im not talking out of my ass, I have done it and its a FACT. Tell you what...start a 1 player Lan game. Go into the Nod refinery as Mobius and you will find that the 400 ammo of the Volt Rifle is EXACTLY enough to destroy the building. Now go prove it to yourself and post your apology below.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 11:05:00 GMT

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Argh, Nidy, could you not post question marks like that? It scrolls the thread window...this is why I hate UBB (go vBulletin). Anyway, as for the original point, here's the obvious counterpoint - save mines to use on that ledge and the little gaps close to the rocks. You usually have extra mines on Field anyway so it shouldn't be a problem. As long as at least 5-8 mines or so are around, it's enough to counter this somewhat-difficult technique.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 14 Aug 2002 20:02:00 GMT

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I'm waiting for my apology...

Subject: Field.mix attacks, destroying buildings without nukes.
Posted by [Anonymous](#) on Wed, 14 Aug 2002 21:52:00 GMT
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Uh...Blazer's right, it works...only problem is you need the c4 in an actual multiplayer game because there will be engies in there when they see the refinery slowly losing health...

Subject: Field.mix attacks, destroying buildings without nukes.
Posted by [Anonymous](#) on Thu, 15 Aug 2002 00:30:00 GMT
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in responce to Blazers argument I would sway on the side of that you would need your c4 as well as your volt rifle.However having not tried it and only going by experience... I am not going to say either untill I have tried it out

Subject: Field.mix attacks, destroying buildings without nukes.
Posted by [Anonymous](#) on Thu, 15 Aug 2002 00:49:00 GMT
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WTF is wrong with you people? I'm not just guessing here, its a FACT! TRY IT YOURSELF BEFORE YOU CALL ME A LIAR. You don't need any C4. You don't need any pistol shots. The building doesn't need to be allready hurt.FACT: YOU CAN DESTROY A BUILDING WITH JUST THE 400 AMMO OF MOBIUS' VOLT AUTO RIFLE.ITS A FACT. EVERYONE WHO SAYS IM WRONG, maybe you should actually ****ing try it before you say something....Go try it, be amazed, and then come back and apologize.

Subject: Field.mix attacks, destroying buildings without nukes.
Posted by [Anonymous](#) on Thu, 15 Aug 2002 03:31:00 GMT
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I did say I wasnt saying either way becuase I hadnt tried it...I will try it and come back and then agree with you officially

Subject: Field.mix attacks, destroying buildings without nukes.
Posted by [Anonymous](#) on Thu, 15 Aug 2002 03:37:00 GMT
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hehehe we r using that tactic for months now, it really works pretty good btw Blazer, u can destroy a building with only vor, but dun u agree that also deploying a timed c4 will result on a quicker destruction? [August 15, 2002, 03:41: Message edited by: Adil]

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 15 Aug 2002 03:44:00 GMT

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Here is one for Blazer:"Of course, someone who knows more about this will correct me if I'm wrong, and someone who knows less will correct me if I'm right." -- David Palmer (palmer@tybalt.caltech.edu) Learn to live with it. Thats exactly how ppl are. Its kinda amusing after time.Mfg,ChaosE

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 15 Aug 2002 08:27:00 GMT

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Adil...oh definitely the timed helps. I was just pointing out that the Volt Rifle is like the only weapon (besides c4) that can take out a building...then I again I havn't tried to PIC a building to death yet, so I will add "In a timely manner"

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Mon, 19 Aug 2002 06:57:00 GMT

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i like field.....and i also like using gdi....

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Mon, 19 Aug 2002 06:59:00 GMT

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i like c-4....hotwire can blow up 1 or 2 building with some c-4 in her pocket.hehe

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 23 Aug 2002 09:22:00 GMT

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u can get on ledge in barracks to back of mct

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 23 Aug 2002 10:04:00 GMT

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quote:Originally posted by mr1pants:u can get on ledge in barracks to back of mctNot sure what you mean by this?I want to get on top of the platform in the obelisk. Supposedly you can get up

there by jumping up from the MCT (takes 2 people).Ahh it is so nice to be able to quote someone....thanks again Delphi for activating UBB.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Sat, 24 Aug 2002 04:49:00 GMT

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ok, i was late reading this, u can kill buildings with just the VOL and there is a way of getting onto both the ledges, gdi barracks and nod obelisk, 1 person stands at one end ontop of the mct, the other person gets on the mct, jumps on the crouching one and onto the cube thing

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Sun, 25 Aug 2002 13:59:00 GMT

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You dont jump on a crouched person...you just stand side by side and both jump and due to a glitch in the game one if you will be boosted up.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Mon, 23 Sep 2002 06:04:00 GMT

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I know this is an old topic but i'll give it a small update about destroying a building with one character. It is indeed possible to destroy a building with mobius/medoza. I also tried out raveshaw and pic sidney. With raveshaw you cannot destroy a building with all of his ammo. You come 3 bullets short. Sidney can destroy a building on her own by using only ammo. In fact she even has 6 bullets left. Here's also the proof that sidney has more firepower than raveshaw but i guess most of you allready knew that.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Mon, 23 Sep 2002 07:27:00 GMT

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Hotwire can just leap the wall @ the airport tunnel using the little ledge and into the refif 2 people get behind the airstrip wall a quick double jump can get one over without the oby zapping themyou can follow either harvester to the base defence without getting hit by the defence.nod stealth guy can get into the ref this way also.REMEMBER THE SECOND PERSON THE OBY SEES WILL ALWAYS GET THE ZAPP.. unless its charged then the first person gets zapped (i think)

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 25 Sep 2002 21:34:00 GMT

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Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 27 Sep 2002 09:59:00 GMT

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quote: A Mobius/mendoza can destroy a building with just their 400 ammo. Isn't 500 ammo, 400 ammo in reserve and the 100 ammo already in the rifle.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 27 Sep 2002 16:06:00 GMT

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I have gotten on the ledge before. I stoped a hotwire from getting in.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 04 Oct 2002 14:30:00 GMT

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you can also pull a classic gunner rush on the airport and tear it a new a-hole, requires teamwork and well, good luck.....plus they say and its basically true, that whoever controls the field wins, but when everyone is out on the field, 3-5 peeps with 1000\$ characters (minus Havok and Deadeye) can rush the AGT from the nearest tunnel and take out the AGT.....

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 04 Oct 2002 17:05:00 GMT

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OMFG you are all stupid, how can you doubt Blazer. He knows more than any of you. IT IS POSSIBLE TO KILL ANY, I REPEAT ANY BUIDLING WITH THE VOLT RIFLE BY ATTCKING THE MCT. Any one who doubts this tactic needs to be shot and thrown into a pile of rotten bodies for their stupidity. LOLLOLO LMFAO

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Fri, 04 Oct 2002 22:40:00 GMT

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quote:Originally posted by Tiberic:I have gotten on the ledge before. I stoped a hotwire from

getting in. I got on the ledge before too only once though I only wish I was a hotwire instead of an engy disarming mines

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 08 Oct 2002 02:31:00 GMT

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I never managed to get on the ledge, too much lag

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 08 Oct 2002 05:49:00 GMT

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Well, I've tried it several times in 1 player LAN. The trick of Mobius, Mendoza, Sydney Prototype and Raveshaw are all correct. They can destroy a building with their ammo. Except Raveshaw I haven't tried doing it without C4. But you won't be able to do it in MP games because when you destroy it, some enemies will be noticed and come to stop you. However, I haven't tried the others yet. I'll go to try it when I have time.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Tue, 08 Oct 2002 13:36:00 GMT

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There is one weapon there is even more powerful than the Volt Auto Rifle, it's the chemsprayer it uses 450 ammo clips to destroy a building when you use it on the MCTZelord

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Thu, 10 Oct 2002 05:04:00 GMT

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Yeah, I have taken out the GDI ref on Volcano that way

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Mon, 14 Oct 2002 19:00:00 GMT

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yeah you can take out the buildings with just the volt. I remember I was playing just against my friend and while I was blowing apart his base he got into my hand of nod. When I respawned I quickly switched to engineer and repaired the mct just enough to make it so he couldn't kill it. I then proceeded to drop c4 on him. Seriously though if you're an engy on defense why would you

use the pistol? Use the c4 man if you miss or get hurt by the blast just go to a PT and refill. That's another thing it's really helpful to memorize the numbers for the things you buy regularly.

Subject: Field.mix attacks, destroying buildings without nukes.

Posted by [Anonymous](#) on Wed, 16 Oct 2002 01:07:00 GMT

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Yeah, I only use engys and shotgunners for defense, the other basic infantry is almost useless as defense. Just drop some remotes at the MCT, wait until enemy engys go there to place their c4 and *boink*
