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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:44:00 GMT

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Mesa: To plant a nuke at GDI weapons factory. 1. Get Stealth Tank. 2. Get a nuke. 3. I like being a stealth nod. 4. Drive to GDI: A. Aviod enemy. B. Check 4 mines at entrance. C. Drive into base, at this time u will be hit by the guard tower but if u quickly swing into the right behind the weapons factory u will be protected. 5. Put stealth tank tight to building behind notch in wall. 6. Plant nuke and get back inot tank & wait for engi's, squish at will. This works when a lot of focus is on the cave entrance & the other side of the base. Another thing that works is to enter w/o the nuke & blast away at the Factory, this throws off the GDI D.

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:17:00 GMT

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I'm scared of the AGT.

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:53:00 GMT

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especially when ur a Stealth Tank. It highlights you enough for GDI to pick you off

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Thu, 09 Jan 2003 18:04:00 GMT

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how much money are you planning on using 2300 credits? stealth tank+ stealth soldier+ beacon=2300 credits..how often do you have that many

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Fri, 10 Jan 2003 05:25:00 GMT

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quote:Originally posted by TheD0t:how much money are you planning on using 2300 credits? stealth tank+ stealth soldier+ beacon=2300 credits..how often do you have that manyIf you're helping the team, you'll have it quick enough

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Subject: Mesa: Stealth Nuke Attack

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Posted by [Anonymous](#) on Sat, 11 Jan 2003 10:29:00 GMT

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quote:Originally posted by Skytopm:Mesa: To plant a nuke at GDI weapons factory.1. Get Stealth Tank. 2. Get a nuke. 3. I like being a stealth nod. 4. Drive to GDI: A. Aviod enemy. B. Check 4 mines at entrance. C. Drive into base, at this time u will be hit by the guard tower but if u quickly swing into the right behind the weapons factory u will be protected. 5. Put stealth tank tight to building behind notch in wall. 6. Plant nuke and get back inot tank & wait for engi's, squish at will. This works when a lot of focus is on the cave entrance & the other side of the base. Another thing that works is to enter w/o the nuke & blast away at the Factory, this throws off the GDI D.Well Thanx Tips. I don't think we had that one figured out. This is like ground breaking news. Better post it on all the forums.....

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Sat, 11 Jan 2003 22:36:00 GMT

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Its not that hard, I save up 8000, because of idiots that don't repair Ref during a gunny rush \*twitches.

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:38:00 GMT

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The only thing wrong with killing the war factory is that you wont get points from hitting the war factory with artillery. That and points from killing people who decide to build mammoth tanks Its all down to how the teams shape up, personally I prefer an early APC rush.

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:46:00 GMT

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why not go from inside the tunnel

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Subject: Mesa: Stealth Nuke Attack

Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:20:00 GMT

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Why not go for PP then Stealth Nuker can do their multi nuke while art can still bash WF.

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Subject: Mesa: Stealth Nuke Attack  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:55:00 GMT  
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that might work on a team full of n00bies maybe, not on a proper match

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Subject: Mesa: Stealth Nuke Attack  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 03:50:00 GMT  
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For the powerplant this is working almost everytime (ok, not on a 24+ player server). You don't need to be a stealth black hand and you don't even need to have a stealth tank. It's quite ok to use a simple soldier and an APC. Just make sure the GDI Team is attracted at the tunnel. Drive behind the walls at the GDI entrance, get in and drive straight behind the powerplant (you'll get hit by the AGT once but you won't lose too much armor). Get out, place the beacon and get back in. Try to cover the beacon with the APC, it can't be disarmed this way and you can easily take out any infantry trying to disarm. You've got to face that the APC will be destroyed almost everytime - but the time needed to destroy it will be enough to make sure the nuke is coming in. [ January 13, 2003, 03:51: Message edited by: Sven ]

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Subject: Mesa: Stealth Nuke Attack  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:12:00 GMT  
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the best tactic in this map. Get buggy, 2 ing and come on to the agt and destroy it. COST0--> 350, more cheap impossible. Sorry my english is very bad

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Subject: Mesa: Stealth Nuke Attack  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:56:00 GMT  
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That would work on each and every map....

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Subject: Mesa: Stealth Nuke Attack  
Posted by [Anonymous](#) on Thu, 16 Jan 2003 19:43:00 GMT  
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quote:Originally posted by Skytopm:Mesa: To plant a nuke at GDI weapons factory. 1. Get Stealth Tank. 2. Get a nuke. 3. I like being a stealth nod. 4. Drive to GDI: A. Avoid enemy. B. Check 4 mines at entrance. C. Drive into base, at this time you will be hit by the guard tower but if you quickly swing into the right behind the weapons factory you will be protected. 5. Put stealth tank tight to building behind notch in wall. 6. Plant nuke and get back in tank & wait for engi's, squish at will.

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This works when a lot of focus is on the cave entrance & the other side of the base. Another thing that works is to enter w/o the nuke & blast away at the Factory, this throws off the GDI D. May be there was someone used your strategy!!! coz when i was playing in Wall\_Flying, i have seen a stealth tank (of coz no driver in) in front of Power Plant door

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Fri, 17 Jan 2003 00:03:00 GMT

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quote:Originally posted by Mobius: The only thing wrong with killing the war factory is that you wont get points from hitting the war factory with artillery. That and points from killing people who decide to build mammoth tanks Its all down to how the teams shape up, personally I prefer an early APC rush. well mobius u can hit all buildings with an art from the tiberium fields - it helps to have a tech on you of course i think OPS/DOA should show mobius how this game was meant to be played paw.webhop.net

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:39:00 GMT

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I know how to play the game right now, but thanks for the offer..

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:44:00 GMT

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i have taken out the pp on 32, 36, 40 player games, using stealth tank, tech (not stealth soilder, I don't know why some guy mention using stealth soilder, there's no point using stealth guy) and a nuke. I've done it 100 times and only failed 1 time cause i accidently c4ed myself (don't ask) but even so my nuke hits fcdrzen your SUPER MVP

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:42:00 GMT

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1. Sorry but 2. you are not dazzelng me in any way. 3. Nice thing you share though. A. Wrong vehicle B. Vehicle will get stolen C. I don't like having my vehicle stolen. E: This way off telling a plan sucks.

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Mon, 03 Feb 2003 06:55:00 GMT

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Dont come here often but, an early art rush on the PP is the best tactic around, not may people do it though.JPNOD + Me love this one no one expects it Doh!! they do now!

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:22:00 GMT

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An interesting strategy, but stealth units arent all that they're ed up to be, they can still be seen fairly easily. Also, nothing works better than a good team rush of about 10 people.

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**Subject: Mesa: Stealth Nuke Attack**

Posted by [Anonymous](#) on Wed, 19 Feb 2003 13:32:00 GMT

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The easiest way to kill a building is with distractions. EVA can only say "\*\*\*\* buliding is under attack" every so often.A good stragity in hourglass is to get a mrls/art asap and take it to the side. While the others get apc for a rush. Since people are more worried about incomming apcs going for the pplant/hand/tower/strip, they never notice the mrls/art shooting thier WF/barracks or Hand/strip. Plus EVA wont warn them either, because of the people hitting tht oblisk/tower first.Distract then attack is a very powerful stragity.

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