
Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Tue, 11 Feb 2003 17:23:00 GMT
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For those who know my past posts every once in a while I will give away a tactic. It's time.....If you are Nod and in almost any game even protected bases and you choose to be an invisible guy with a nuke to plant here is a sweet tactic. Estimate the approximate time it takes for the harvester to return to enemy base and dump its load, so many seconds before harvester arrives plant your nuke in bay where harvester unloads, when GDI try to deactivate nuke the harvester will block them allowing your nuke to explode. When harvester backs up, dumps its load and moves forward it takes approximately 15 seconds. There another clue on your planting time. This will also work with GDI but you have to be brave and real lucky...hehe. He who plays, plays smart!

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 10:12:00 GMT
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I have tried this several times, but I haven't gotten the timing right. I plant the nuke to late and the harvy moves out allowing GDI to dissarm the nuke. One SBH just can't defend against 3 hotwires. I will try to get the timing worked out.

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 10:16:00 GMT
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I have done this by using a stank. I plant the nuke in the bay, and place the stank on top of it. Then the harvy pushes against the stank and traps it there. The time I did it, I left the stank empty. Some GDI n00b got into it to "steal" it so the c4 the hotwires planted on it didn't do any good (ff was off). The nuke went off destroying the Ref, stank and n00b. I think this tactic will work very well even without the n00b, but it is rather ex*****ive.

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 11:07:00 GMT
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Souths more like an exploit or cheat

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 13:33:00 GMT
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old trick

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:06:00 GMT
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On canyon if you are Nod take a SBH with nuke and go up on the road in gdi base. Hop on the side-rail of the road, around the back-left corner of the war factory. If you jump just right, you can land on that slanted part and plant, then watch everyone running around like crazy looking for the nuke.

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:36:00 GMT
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I was wondering, how do you get on top of the infantry barracks in canyon? I once saw a beacon up there, but couldnt disarm it.

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Mon, 17 Feb 2003 19:21:00 GMT
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I'll explain. You know that senseless little barrier in front of the barrackcs wiht the three holes in it(I guess you could use them for sniping), well if you turn around, you see the GDI sign. Jup and land jump and land, plant, and kill .

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Tue, 18 Feb 2003 00:45:00 GMT
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I don't think it is a cheat or exploit. It can be done on EVERY map by both teams, and it is usually easiely defendable.

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Tue, 18 Feb 2003 14:31:00 GMT
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Thanks for posting that. I have lost the Barracks on that map several times because I didn't know how to get up top with my hotwire.

Subject: A Sweet GDI Refinery Destruction
Posted by [Anonymous](#) on Thu, 20 Feb 2003 19:19:00 GMT

Actually take a stank and park it in between the doors then when the harvy backs up he just cant reach the thing therefor he stays like that and the enemy cant shoot you for some odd reason....now lay the nuke and bam just stay there and watch the fireworks.....
