
Subject: Field Defense

Posted by [Anonymous](#) on Thu, 27 Jun 2002 15:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You know how multiple nukes in the tunnel on field can take out the refinery. Well it was pretty funny a few days ago when I played. Nod kept attempting to do this but everytime we heard the beacons being planted, 3 to 4 engys would run in the refinery and keep the repair guns on the mct. With the constant repair gun action the nukes only damaged but never took out the building. One time we were hit with 5 in a row. They finally ran out of money, we rushed and won.

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:37:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I love when other team does that. It means that when I am knocking on front door only OB between my team and an easy win.

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol,such a *** tactic

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

g*y you *** g*y that is g*y ww your ghey!

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 27 Jun 2002 17:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

First the five nuke must not be planted at the same time or the refin is gone. I have seen 7 ion in a row but it did not kill the refin but my team lost the refin to 3 ion deployed at the same time.

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 27 Jun 2002 18:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Honestly, to tell you the truth the tunnels are completely balanced in terms of tunnel nuking. Nod cannot do as much damage to the GDI Refinery with one nuke. GDI does much more damaged to the Nod Refinery with one beacon. Nod does have those chemical troopers though.

Subject: Field Defense
Posted by [Anonymous](#) on Thu, 27 Jun 2002 23:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

eh chemical troopers?? Nod can infiltrate the GDI base via the tunnels and nuke refinery/barracks, GDI can only attack the refinery

Subject: Field Defense
Posted by [Anonymous](#) on Fri, 28 Jun 2002 08:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In the tunnels though it makes a great mini-battle between the teams....

Subject: Field Defense
Posted by [Anonymous](#) on Fri, 28 Jun 2002 09:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sometimes they get soooooo nasty too!

Subject: Field Defense
Posted by [Anonymous](#) on Fri, 28 Jun 2002 09:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ahhh but you're wrong. If you're GDI on Field, you can get a hotwire into any Nod building, without vehicles. You just have to know how.

Subject: Field Defense
Posted by [Anonymous](#) on Fri, 28 Jun 2002 09:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you talking about that bug where you can run diagonally and the obby won't fire?

Subject: Field Defense
Posted by [Anonymous](#) on Fri, 28 Jun 2002 09:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

No.

Subject: Field Defense

Posted by [Anonymous](#) on Fri, 28 Jun 2002 09:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh, come now. Do tell!

Subject: Field Defense

Posted by [Anonymous](#) on Fri, 28 Jun 2002 09:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

a good Gunner rush from GDI could take out the Airstrip and if they are lucky enough, the Hand of Nod from the same tunnel.....the same rush could also take out the Obilisk from the tunnel directly infront of the Obilisk.....Gunners rock!

Subject: Field Defense

Posted by [Anonymous](#) on Tue, 02 Jul 2002 08:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

FYI u can get to any building BUT the hand of nodthe distance is too great without the ob zzzapin ya, if u get somebody else to take a ht u can get anywhere, on any stage, but good help is hard to find.u can however blow the ob, ref and airstrip thru the tunnels, while with nod u can only take the barracks and ref.however with nod u can easily nuke the gaurd tower, weapons factory, and even the pedastal, as one infantry, without any tanks, or any help.just one man with a beacon

Subject: Field Defense

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

[View Forum Message](#) <> [Reply to Message](#)

I KNOW HOW TO GET IN ANY BUILDING WITHOUT GETTING ZAPPED, just destroy the powerpalnt or base defense and your done, run nod, DIE NOD

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 04 Jul 2002 10:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol! the field map has no powerplant!!

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 04 Jul 2002 11:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

When are you guys gonna get it? GDI bloze toads and Nod/NOD rulez.

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 04 Jul 2002 14:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok u ppl ARE SOOOOO RETARTED!!! I GOT A TACTIC THAT CAN GET U INSIDE ANY BHUILDING EXEPT FOR THE BARAX THAT LEVEL!!! geeze u ppl are retarded...ok here is my tactic (requires 1400 credits) buy a stealth black hand, and a becon, and go behind there harvester so the agt cant shoot u, and then when the time is right, run through the doors, i made it inside the refinery, w/ half armor and fully health... good thing ppl only mine the WF and the AGT... somtimes not even AGT

Subject: Field Defense

Posted by [Anonymous](#) on Thu, 04 Jul 2002 16:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can buy a 1K unit like mobius which has 250 health...they can withstand ONE hit from the obby and live...you just run out of the tunnel and right into the refinery.If I am on Nod I always place ONE mine in the doorway there and it stops those guys using that tactic

Subject: Field Defense

Posted by [Anonymous](#) on Fri, 05 Jul 2002 13:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

...1 mine wont stop me. BTW, I can get into any building on field as GDI by using the tunnel by the ref and airstrip, no obby zapping. The obelisk is so stupid that it doesnt know how to aim at someone with drunken master skillz (zaru can do drunken master). He wont tell anyone else though.

Subject: Field Defense

Posted by [Anonymous](#) on Fri, 05 Jul 2002 14:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

One mine will stop you if you are at half health Yeah I often run out of the refinery tunnel and get into the obby, seems to wont fire at you if you run diagonally I've never tried to make it into the HoN or Airstrip though.

Subject: Field Defense

Posted by [Anonymous](#) on Fri, 05 Jul 2002 16:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can get into any Nod building on Field without lag. The Refinery everyone knows. The obelisk, without lag, you can just run in a straight line and get inside. Hand of Nod, use the obelisk trick, then go from there into the Hand the same way, but go diagonal and hop. The airstrip, just run out of the tunnel closest to it, hopping and running diagonally until you reach it. I'm not too good at getting into GDI buildings though. I guess the Harvy can take you a long way, but I never tried doing it that way.
