Subject: Base2Base with Nod
Posted by Anonymous on Sat, 23 Nov 2002 06:57:00 GMT
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gdi ref in islands, and wf sometimes.

Subject: Base2Base with Nod
Posted by Anonymous on Sat, 23 Nov 2002 12:01:00 GMT
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just to show not only gdi is able to base 2 base on certain maps, nod can hit gdi ref and agt in Mesa. although the agt is very hard to hit unlike the ref.

Subject: Base2Base with Nod
Posted by Anonymous on Sat, 23 Nov 2002 16:34:00 GMT
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man oooooooo U dont know what are u talking about on mesa its not base to base. They have to go over the wall and THATS LEAVING THE BASE, so how could it be base to base?????lol

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Subject: Base2Base with Nod
Posted by Anonymous on Sat, 23 Nov 2002 16:59:00 GMT
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quote:Originally posted by force2010:man oooooooo U dont know what are u talking about on mesa its not base to base. They have to go over the wall and THATS LEAVING THE BASE, so how could it be base to base?????lol   Your right. I must rolleyes as well

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Subject: Base2Base with Nod
Posted by Anonymous on Sat, 23 Nov 2002 19:21:00 GMT
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quote:Originally posted by force2010:man oooooooo U dont know what are u talking about on mesa its not base to base. They have to go over the wall and THATS LEAVING THE BASE, so how could it be base to base?????lol   no, u can sit and end of air by the long path to gdi pp and hit very tip of ref ans if u sit by turret by pp u can hit agt's very thin antenna, SO THATS NOT LEAVING THE BASE

Subject: Base2Base with Nod
Posted by Anonymous on Sat, 23 Nov 2002 19:22:00 GMT

i meant if u sit by turret by REF u can hit agts antenna

Subject: Base2Base with Nod
Posted by Anonymous on Mon, 25 Nov 2002 08:43:00 GMT

its almost impossible to hit its antennea, its sooo thin

Subject: Base2Base with Nod
Posted by Anonymous on Tue, 26 Nov 2002 00:02:00 GMT

you can use rocket infantry and hit the WarFactory in Islands from Nod's base, ontop of that wall that has the two tunnels you can shoot threw the hole in the wall on GDI's side.

Subject: Base2Base with Nod
Posted by Anonymous on Fri, 29 Nov 2002 01:34:00 GMT

quote:Originally posted by JiggakoZz: quote:Originally posted by force2010:man ooooooooo U dont know what are u talking about on mesa its not base to base. They have to go over the wall and THATS LEAVING THE BASE, so how could it be base to base?????lol   No kidding ppl cant understand that you have to be in the base where the other team cant hit you and that there's a difference between camping and base-camping. P.S. The only map that you can base camp is with GDI at Islands....   And GDI on Field.mix

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Subject: Base2Base with Nod
Posted by Anonymous on Fri, 29 Nov 2002 06:18:00 GMT

quote:Originally posted by generalfox:you can use rocket infantry and hit the WarFactory in Islands from Nod's base, ontop of that wall that has the two tunnels you can shoot threw the hole in the wall on GDI's side.The maker made that hole on purpose.

Subject: Base2Base with Nod
Posted by Anonymous on Fri, 29 Nov 2002 18:26:00 GMT

quote:Originally posted by Blazer: quote:Originally posted by JiggakoZz: quote:Originally posted

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by force2010:man ooooooooo U dont know what are u talking about on mesa its not base to base. They have to go over the wall and THATS LEAVING THE BASE, so how could it be base to base?????lol   No kidding ppl cant understand that you have to be in the base where the other team cant hit you and that there's a difference between camping and base-camping. P.S. The only map that you can base camp is with GDI at Islands....   And GDI on Field.mix And both Wallsand thank god not many people know, I've only seen a few people do it. [November 29, 2002, 18:32: Message edited by: generalfox]