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 aginst 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 tatic will work very well even without the n00b, but it is rather ex*****ive.