
Subject: A Sweet GDI Refinery Destruction

Posted by [Anonymous](#) on Tue, 11 Feb 2003 17:23:00 GMT

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

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!
