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Subject: Field Defense

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

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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.

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