
Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Mon, 27 May 2002 22:41:00 GMT

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This is a list of tactics that can be used which result in moderate damage with no risk, meaning either the Obelisk/AGT will not fire, or you can get into the base or perform the damage without dying. This is certainly not a complete list, by all means post any additions. If you post this elsewhere, please credit the source. -Blazer/blazer0x I will post a more complete list when I am in the mood to recall them all. Please note that all tactics share a common theme of penetrating the base itself or attacking units INSIDE the base. This is why I do not list good field sniper positions, mining tunnels, or most maps that have no defense. These tactics do not include APC/tank rushes, which are a given.

MAP TEAM TACTIC-----Field
GDI Run out of tunnel and strafe diagonally toward HoN and obelisk will not fire. Field
GDI Run out of tunnel and plant Ion beacon behind 2nd rock to destroy refinery. Field
GDI Shoot Nod airstrip (building) from tunnel. Field GDI Snipe Nod infantry in vicinity of
obelisk, HoN, & airstrip. Field GDI Snipe infantry inside-upstairs in HoN from
field. Field GDI Run directly from tunnel into refinery (if 1K character). Field GDI
Plant 3 nukes in tunnel by crate and destroy refinery (must be close to appropriate
wall). Field Nod Run out of tunnel by refinery and plant nuke. Field Nod Plant 3 nukes in
tunnel by crate and destroy refinery (must be close to appropriate wall). Field Nod
Shoot GDI barracks from rear tunnel. Field Nod Shoot GDI Weap Fact from AGT tunnel. Field
Nod Snipe GDI infantry from AGT tunnel. Note you can zoom in on weap fact
doorway/PT. Field Nod Plant beacon behind rock outside rear tunnel to destroy
barracks. Field Nod Snipe GDI infantry in vicinity of weap fact from field. Under
GDI Sneak into base from rear tunnel. Crouch behind first rock, run to wall and
crouch, then run diagonally toward HoN. Obelisk will not fire. Under GDI
Run out of rear tunnel and plant beacon to destroy refinery. Under GDI Shoot
obelisk from tunnel. Under NOD Shoot refinery from tunnel. Hourglass GDI Destroy Nod
turrets from tunnel with gunner. Hourglass GDI MRLS attack Refinery from hilltop. Obelisk
will not fire. Hourglass GDI MRLS safely attack harvester from hilltop. Hourglass GDI MRLS
safely attack Obelisk from position on hilltop behind rock. Hourglass GDI Snipe infantry
inside base from hilltop. Hourglass Nod Snipe infantry inside base from hilltop. Hourglass Nod
Attack Weap Fact from tunnel. Islands GDI Attack HoN through mountains with MRLS from
Position behind barracks next to refinery. City GDI Drive into base from tiberium
field. City GDI Snipe infantry inside base from tunnel. City GDI Sometimes can run from
HoN door to Obelisk. City GDI Sneak into base by walking with harvester. City Nod Drive
into base from tiberium field. City Nod Sneak into base by following harvester. City Nod
Drive buggy into base from tib field, park behind weap fact, enter via side door. To Be
Continued....there are many more, but im off to play
