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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Sun, 05 May 2002 10:16:00 GMT

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quote:Originally posted by NightAces:I think it is able to sneak behind in the tunnels to the refinery while taking minimal damage from the AGT, but you can only set a beacon without getting totally shot up. GDI somehow did it to my refinery in one of my games on Field when I was Nod (we actually took out each other's refineries with beacons )rush the refinery door (have 3 hotwires go) the oby can't kill all 3 hotwires

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