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Subject: How to break Nod's defences on a 2vs2 game  
Posted by [Anonymous](#) on Thu, 21 Feb 2002 00:32:00 GMT  
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Well, for anyone that is stupid enough to not notice this, you can (As GDI) take character selection "HotWire" then buy an ION cannon beacon (LoL) then you strafe-jump out of the Nod part of the tunnels, to either the Obelisk or the back of the hand of nod, then you just place it in Hand of Nod or the Obelisk of Nod. This is even easier than getting into the GDI base. If you play Nod, you MUST!!! mine these tunnels, or, i prefer, mine the outside so they can't disarm them without getting hit by obelisk. After that, If you choose tactic 1 you buy an buggy/APC/light tank/stealth/Flame, all of these work, then you rush AGT and park so close it can't fire @ you, destroy it with the weapon OR if it's destroyed, run into the AGT and place C4 (all 4) or ION beacon! Tactic 2, buy a stealth suit and Nuclear beacon, then you follow the harvester into the base, You might want to train on this tho, as it took me 50-60 times to get in. The trick is to stay behind the harvester until it docks with refinery. then you run the BACK way into the Weapon factory / Refinery / Powerplant Its soo simple!

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