Subject: Single nuker in 16 vs 16 game
Posted by 2000_years on Thu, 24 Mar 2005 12:44:42 GMT
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One place I usually nuke is behind the control panel in GDI WF. If the nuke is actually behind it, when a person walks past he can't see it, and assumes it's actually inside the creation bay. Added to the fact that it's an awkward spot for engineers to disarm.

I don't know if this is bannable or not, but you can jump the fence (it's tricky) on the ref roof on flying maps. Then, you can lay a nuke round the side. Nobody ever guesses it's up there.

WF roof is another good spot, I usually drop one on the thin ledge around the side. Most engineers trying to disarm seem to lag off and fall down