
Subject: GDI.....Stop That Nuke!

Posted by [Ripintou](#) on Thu, 05 Jun 2003 13:49:38 GMT

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I can't believe I still get away with the Harvy sneek! mostly in maps City Flying Mix, Under and Field. Here is a clue how to stop us that do the sneek in CFM and make the game last longer. Advanced Engineers don't mine at end of wall by Power Plant, you must mine 3 pillars up. At the 3rd join or crack, mine from there up harvy path. Stealth guys can disengage from the harvy at the 3rd pillar, then have their choice of either walking to Barracks and taking that out or taking a few hits by going for Power Plant . If you mine at end of wall by PP all we do (stealth guys) is walk around them!

Of course stealth guys can stay next to harvy and continue walking to Refinery or Weapons too, hopefully without being seen. More risky but hey if you make it.....Boooooom!

Oh by-the-way I have (and experienced others) 4 other ways of sneeking onto GDI base, a little harder but workable! So I don't mind exposing one of them.

If I am GDI believe me your not going to Harvy sneek if I can help it!

Sorry trade secret on where to plant nukes.

Rippin'
