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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sat, 16 Feb 2002 14:08:00 GMT

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well... the method is quite silly - even if you play as a theoretically harmless technician - just hide behind the enemy harvester when it returns to its base the obelisk/guard tower won't shoot at you...

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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sat, 16 Feb 2002 14:14:00 GMT

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i have done that but its not easy in every map and you can only do it with stealth unit otherwise the enemy is seeing you

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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sat, 16 Feb 2002 15:19:00 GMT

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It can be done against GDI very easily, I've lost count of the number of times I've done it. Nod however, the turrets still fire on you which gives away your position. An uncoordinated team can easily lose their PP this way.

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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sat, 16 Feb 2002 21:23:00 GMT

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yeah I found this out today while playing as GDI, I was able to get in one of the NOD installations, not sure which one, I don't know the structures very well, planted some C4 and used the same tactic to get out, waited for the harvester to come by again, but this time I got some more powerful explosives, and I was able to completely destroy the building great tactic, guess we need to station some guards at the entrances of bases now? And check the harvesters as they come in.

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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sat, 16 Feb 2002 23:45:00 GMT

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I've tried this tactic on 3 separate occasions, but either I just really suck (and I'm not saying I don't, hehe), or I'm just playing with too many people in order to not be noticed. One thing that's really frustrating about this game, is just about the only successful way to win a balanced game (I think) is with sheer firepower... tank rushing, etc. Any attempts to take out power or defenses usually result in a quick death, even when not running around like crazy (ie. when trying to be stealthy). I

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just wish there was an alternative is all.

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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sun, 17 Feb 2002 12:00:00 GMT

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much better as nod: buy a stealth trooper. buy a nuke beacon. go gdi tunnels. (it is extremley important that you stay at full health. if you get damaged go back and resupply or call an engy. check if the tunnels are mined. if so, ask a engy to demine em. once thats done, head down to the further exit of the tunnels. RUN towards the back of the barracks, until the agt stops shooting you. at this point you probably have around 50 hp. go around to the powerplant, plant the beacon, and hide across the room to shoot and would-be defusers. once the nuke hits, the pp dies, and your team's tanks can roll in. the easy way to defend against this, mine the tunnels and keep a watch on them, at least 1 person at all times.

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Subject: easy getting into the enemy base? here's the answer :-)

Posted by [Anonymous](#) on Sun, 17 Feb 2002 21:24:00 GMT

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quote:Originally posted by Xax:I've tried this tactic on 3 seperate occasions, but either I just really suck (and I'm not say I don't, hehe), or I'm just playing with too many people in order to not be noticed. One thing that's really frustrating about this game, is just about the only successful way to win a balanced game (I think) is with sheer firepower... tank rushing, etc. Any attempts to take out power or defenses usually result in a quick death, even when not running around like crazy (ie. when trying to be stealthy). I just wish there was an alternative is all. Perhaps your team wasn't working as a team. I just finished a game where I was Hotwire (my favorite character class), sneaked into the Hand of Nod and blew it up with C4s. Later, me and 2 other Hotwires sneaked into a Nod base through the tunnels, someone blew up the Obelisk at just the right moment, so we blew up the Power plant, stole two flame tanks and razed the whole base. That was bloody fun, and funny.

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