

---

Subject: would this work?...

Posted by [Anonymous](#) on Thu, 28 Mar 2002 16:07:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1) get a partner2) get a vehiclepreferably big and flat3) have the partner drive the vehicle to a ledge...4) jump on vehicle5) have parnter drive off...6) now you have a porta engy to repair your vehicle...not sure if you can stay on a vehicle though...

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Thu, 28 Mar 2002 16:17:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

interesting question. i've heard that you fall off of moving vehicles if you're on top, but i don't know this for a fact. also, the "porta-engy" would be an easy target for infantry killers. safer to ride inside and jump out when needed i think. but what the heck, try it and tell us what happens..

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Thu, 28 Mar 2002 16:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I heard infantry fall off when it moves. Seems like you could counter this by moving with it though. I would recomend using the chameleon for your testing.

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Thu, 28 Mar 2002 16:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You fall off when the tank moves, I've tried it. You can't follow it no matter how hard you try.

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 01:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah otherwise you could place the beacon on the vehicle. Would not be fair....

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 02:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yeah i tried that didnt work , seems to be a bit buggy seeing if you place a beacon on something

---

and it moves the beacon just floats in the air. Same goes if you place c4 on windows and break them.

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 02:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK, I can see falling off when the tank or vehicle moves. So I got one question off the topic. I was on a server when I was on the GDI team, and next thing I know.... A Nod Blackhand is on our Infantry Barracks roof. This guy got up there somehow and placed a nuke beacon. I killed the guy after looking all over for it, but after 6 engies could not find it, and me seeing him/her on the roof, I am starting to think it was on the roof. Has anyone seen this yet?

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 12:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yea if tank moves it falls off. I tried it when i was a nod flamethrower and jumped on top of a mammie's turret.

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 21:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have not seen it, but i'm sure that in certain maps the terrain may allow for someone to end up on top of a building.

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 22:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ive scaled the gdi/nod power plants before... great place to nuke...

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 07:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

r u serious?? lol, tell me, tell me, tell me, pls.....

---

---

Subject: would this work?...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 11:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

there is a glitch i think in the map C&C complex ( the map with the tunnels and u can walk under the tiberium field ). when u use nod, there is a way to get on top of the GDI barracks and plant a nuke there. I've seen my friend get up there... not sure how though....

---

Subject: would this work?...

Posted by [Anonymous](#) on Mon, 01 Apr 2002 03:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

one way is to be gdi and take a mammy into the nod base then drive to the back of the hand of nod then raise the barrllel to eard the roof get out go up then jump out of the hands window then climb the barrllel and volia you are on the roof (also works whith the mobart but you cant scale buildings because you falloff when it moves

---

Subject: would this work?...

Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On Complex...its easy to get on the barra, just think about it... and go look. Its no glitch, thats why I ALWAYS mine up there :\*)And its kinda fun to stand over the barra entrance with a sniper and kill techs trying to defuse your prox c4s too :\*)oleum[HoA] DEFENCE

---

Subject: would this work?...

Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I can only get on barracks in canyons... how do you do it on Complex? wait, i'll go try now....

---