Subject: Mesa?
Posted by Anonymous on Sat, 30 Mar 2002 20:12:00 GMT
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I heard about a tactic for this map. It involves a technician and the refinery anyone know?

Subject: Mesa?
Posted by Anonymous on Sat, 30 Mar 2002 20:59:00 GMT
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Yeah, you take the Technician and blow up the Refinery.I hate flood control

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Subject: Mesa?
Posted by Anonymous on Sat, 30 Mar 2002 21:50:00 GMT
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yah, no OTHER maps have that strategy. lol..

Subject: Mesa?
Posted by Anonymous on Sun, 31 Mar 2002 03:02:00 GMT
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Morons.You need a vehicle, any vehicle. Get that and a technician and drive the vehicle to the back of the base. There is a ramp there that you're not really supposed to be able to pass with anything but infantry, but you can drive up and over it. Proceed forward until you reach the GDI barricade. There is a bunker there, drive behind it before the AGT destroys you (plenty of time). Get out of the vehicle and leave it there. From there you can walk right into the refinery without getting shot at from the AGT. When done, go back to your vehicle, drive back to base. You can't get back into your base so blow your vehicle up (to prevent vehicle limit from being reached too fast) and then you're done.This tactic is very useful early on in the game if one person buys a buggy and one a technician, particularly because noone ever notices the buggy and even if they do they think the barricade will stop it (unless they know about this tactic).

Subject: Mesa?
Posted by Anonymous on Sun, 31 Mar 2002 08:58:00 GMT
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I have tried to get a buggy over that wall, but there seems to be in invisible wall that prevents me from getting fully over...

Subject: Mesa?
Posted by Anonymous on Sun, 31 Mar 2002 09:58:00 GMT
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There is no "invisible wall". Just run straight over it. I've done it a dozen times at least.

Subject: Mesa?
Posted by Anonymous on Sun, 31 Mar 2002 12:15:00 GMT
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yep it involves a nod tech, and the gdi refinery, and the agt   you could also use any char plus a nuke.