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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Sun, 05 May 2002 02:36:00 GMT

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Hmm i was playing a game on field me being GDI he took out the Tib Ref when i was next to it, no mines or AGT went off, pplz tell me wot they did and how, (and no he didnt plat the Nuke next to it.

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Sun, 05 May 2002 03:29:00 GMT

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They probably where with 4 or 5 rocket soldiers fireing at it if not they where just cheating.Or they had a buggy or something?

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Sun, 05 May 2002 06:33:00 GMT

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I think it is able to sneak behind in the tunnels to the refinery while taking minimal damage from the AGT, but you can only set a beacon without getting totally shot up. GDI somehow did it to my refinery in one of my games on Field when I was Nod (we actually took out each other's refineries with beacons )

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Sun, 05 May 2002 10:16:00 GMT

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quote:Originally posted by NightAces:I think it is able to sneak behind in the tunnels to the refinery while taking minimal damage from the AGT, but you can only set a beacon without getting totally shot up. GDI somehow did it to my refinery in one of my games on Field when I was Nod (we actually took out each other's refineries with beacons )rush the refinery door (have 3 hotwires go) the oby can't kill all 3 hotwires

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Sun, 05 May 2002 13:27:00 GMT

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no actually its freaking easy... one hotwire can do it. run from the tunnel to the rocks. run up to the ref. jump on the little ledge of the ref. jump from there to the wall. run inside the ref. blow it to smithereens.

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Mon, 06 May 2002 00:03:00 GMT

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I heard some one say that if you go to a barrier with two people you can get in, heres what he said to do. Have one person go up to it and crouch down, the other person then must jump on his back and jump over the barrier. If this was to work then they could of used it to get a tech over the barrier and into the back door of the refinery.

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Mon, 06 May 2002 00:29:00 GMT

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if you are good enough you can get form the tunnel exit to the side of both refinerys , i have done it on both teams , drop a becon and no more refinery , on nod just rush from the tunnel to the wall by refinery and the agt will barely hit u , on gdi just duck behind the rocks and drop when running to the refineryit isnt to hard

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Mon, 06 May 2002 00:31:00 GMT

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quote:Originally posted by Endlessly:I heard some one say that if you go to a barrier with two people you can get in, heres what he said to do. Have one person go up to it and crouch down, the other person then must jump on his back and jump over the barrier. If this was to work then they could of used it to get a tech over the barrier and into the back door of the refinery.this is most likely what they did ihave seen it done before , although fairly hard it is possible and works great with 2 stealth hands on many other maps with no defnce or during a rush

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Subject: Field Nod Tactic (geting in tib without AGT seeing you)

Posted by [Anonymous](#) on Mon, 06 May 2002 00:32:00 GMT

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another way to get into nod refinery is wait for its harvi to come back then run next to it

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