
Subject: Islands HoN attack...

Posted by [Anonymous](#) on Wed, 08 May 2002 21:29:00 GMT

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Its way old news that on Islands GDI can hit the Hand of Nod with a MRLS from behind the Barracks. Thanks to ACK though who pointed out that using ALT fire with the MRLS causes missiles to fire out of only the left bank, and in a straight line....this altfire technique makes hitting the HoN even easier, and even 3 mrls's can fire at it at once if they position themselves right. This strategy is probably old news to most as well...but hey this is a strategy forum and old news is new news to newbies

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 08:31:00 GMT

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Does that alt fire per chance have any homing ability. I only ask, because there have been times where I have seen a missile curve directly towards me. Once was as I ran around the back of a building. It was a spot where I know the MRL could not have specifically aimed at. Another time on Hourglass, I was standing by the obelisk when an MRL launched a bunch of missiles at me (I was a sniper). They were heading straight at me, so I ran up to go inside the HoN.. intending to avoid the missiles. Nope.. they curved to head straight at me as I ran up. I thought maybe the MRL driver was predicting where I would run, but the missiles were heading perfectly straight until I starting to run up the HoN ramp. It has had me puzzled.. [May 09, 2002: Message edited by: kubi0461]

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 10:46:00 GMT

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LoL...Nod can hit the wep Fac in a similar way. Three or four Rocket soldiers or Ravesaws can stand on that ramp and fire through a hole at the Wep fac.

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 11:26:00 GMT

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I find that 90\% of the time GDI doesn't win because everyone is trying to aim for the HoN and expect everyone to defend the base lol

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 11:57:00 GMT

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You know GDI can hit any Nod building from their gunner hole...By the way I think MRLS attack is a unfair way of playing that level. But in war.... (Still Islands) A few days ago I was a stealth (ya I know so ego) in their base waiting for the "right" time to nuke the ref. Then this guy jumps out of chickens got what they deserved.

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 13:51:00 GMT

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Its fair enough. GDI has a chance of destorying a building. When they use that chance GDI loses the ability to build more tanks cause they are wasting em tryng to destory the HoN. Not to mention Nod gets points for repairing it. This is really balanced people don't understand that though.

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 14:31:00 GMT

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quote:Originally posted by Soul Disposer:(Still Islands) A few days ago I was a stealth (ya I know so ego) in their base waiting for the "right" time to nuke the ref. Then this guy jumps out of his

got what they deserved. lol nothing like a free tank nicer when it is the other team tank to.... even better when stolen fresh out the wep fac on some games I use a SBH to camp a there base and jack any big tank that look usefull.

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Thu, 09 May 2002 17:09:00 GMT

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quote:Originally posted by Soul Disposer:You know GDI can hit any Nod building from their gunner hole...By the way I think MRLS attack is a unfair way of playing that level. But in war.... (Still Islands) A few days ago I was a stealth (ya I know so ego) in their base waiting for the "right" time to nuke the ref. Then this guy jumps out of his mammoth, and start repairing it, I get in and

rack up points

Subject: Islands HoN attack...

Posted by [Anonymous](#) on Fri, 10 May 2002 04:21:00 GMT

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You also get more pointst for damage than you do for repairs....

Subject: Islands HoN attack...
Posted by [Anonymous](#) on Fri, 10 May 2002 06:17:00 GMT
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Twice as many actually.....

Subject: Islands HoN attack...
Posted by [Anonymous](#) on Fri, 10 May 2002 06:51:00 GMT
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you can also nail the Han of NOD with rocket infantry from the wall facing their wall.....

Subject: Islands HoN attack...
Posted by [Anonymous](#) on Fri, 10 May 2002 08:14:00 GMT
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quote:Originally posted by JunoReactor:you can also nail the Han of NOD with rocket infantry from the wall facing their wall.....Remember, it's Nod, not NOD.

Subject: Islands HoN attack...
Posted by [Anonymous](#) on Fri, 10 May 2002 08:32:00 GMT
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Are you trying to emulate your hero? The other one on this forum who has this obsessive compulsive thing about spelling?...

Subject: Islands HoN attack...
Posted by [Anonymous](#) on Sun, 12 May 2002 19:25:00 GMT
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quote:Originally posted by Christine Korza:Remember, it's Nod, not NOD.The legend continues...

Subject: Islands HoN attack...
Posted by [Anonymous](#) on Sun, 12 May 2002 19:39:00 GMT
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Ack Unfortunately it does, however you do have good taste in tunes (aka 80's classic rock/Pink Floyd)....
