
Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Fri, 17 May 2002 10:46:00 GMT

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I saw this tactic today by a character named Aragon. He was hotwire and came to the Nod base in a Humvee. Any ways, his Humvee blows up and he runs right up the ramp on the side of the HON. I'm thinking he might have a nuke or something, because why he is running to the roof? So I start running to the HON and I see him shoot out the glass and hop into the building from the window! Someone from our team must have been in the HON, because he wasn't able to lay any C4, but I thought that tactic was very cool. He passed up all the proximity mines I set at the doors and even the MCT (he could throw the C4 from the second floor of the building)!

Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Fri, 17 May 2002 10:49:00 GMT

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Yes, that tactic is very good. I discovered it by accident a while ago. It means that it's completely useless to mine the HoN on the flying maps.

Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Fri, 17 May 2002 11:10:00 GMT

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Thts why you just stick a few mines on the ramps

Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Fri, 17 May 2002 14:22:00 GMT

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Yes, it is impossible. Whether mine limit should be increased, I don't know, but it's true that you now need twice as many mines to protect the HoN (for full protection, 20(!) mines are needed - ridiculous).[May 17, 2002: Message edited by: Devon]

Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Fri, 17 May 2002 15:35:00 GMT

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That's why I just mine the MCT ... every building just has one.Thoughts?

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Fri, 17 May 2002 17:51:00 GMT

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That wont stop a nuke though...

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 00:01:00 GMT

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i new that for a reallt long time but its hard to do in laggy games

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 00:29:00 GMT

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There should be higher mine allowance on the flying maps for that very reason. Like maybe 40 instead of 30.It's impossible to protect buildings with all the doors and ramps. What do other people think??

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 01:02:00 GMT

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Mining the MCT is completely useless, ESPECIALLY in the HoN. All you have to do is stand some distance away and throw your C4 on it. In the HoN, there is also the nice upper floor from which you can easily drop your C4 onto the MCT.

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 04:09:00 GMT

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quote:Originally posted by Devon:Mining the MCT is completely useless, ESPECIALLY in the HoN. All you have to do is stand some distance away and throw your C4 on it. In the HoN, there is also the nice upper floor from which you can easily drop your C4 onto the MCT.no its not useless , everyone could trow a remote c4 wrong .. place 5-6 mines on it and if a enemy walks near it it explodes and the buildings takes 2-3 blocks damagehowever for that guy that posted this topic since when could a hotwire have a nuke? lol i hear that in a lot of games when iam gdi "Hey blabla buy a Nuke" "Hey i have a nuke cover me" lol

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 04:23:00 GMT

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It's really not hard to hit the MCT with thrown C4. It's extremely easy, and even eaier in the HoN since you can stand right above it, out of reach from any mines down on/around it, and just drop the explosives. quote: however for that guy that posted this topic since when could a hotwire have a nuke? Uh... since forever? Maybe it's a typo in your text.

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 05:54:00 GMT

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quote:Originally posted by Devon:It's really not hard to hit the MCT with thrown C4. It's extremely easy, and even eaier in the HoN since you can stand right above it, out of reach from any mines down on/around it, and just drop the explosives. Uh... since forever? Maybe it's a typo in your text.i know its easy but with lag and you are in a hurry ...

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 07:39:00 GMT

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Since I usually play on my own server I don't lag, and even with lag I usually hit, although I admit sometimes you get that strange lagthrow.

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 09:16:00 GMT

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quote:Originally posted by Devon:Mining the MCT is completely useless, ESPECIALLY in the HoN. All you have to do is stand some distance away and throw your C4 on it. In the HoN, there is also the nice upper floor from which you can easily drop your C4 onto the MCT.I agree but why don't you jsut do this...Plant 6 mines in the tunnel.Plant 24 mines in the main entrance.(The gap in the walls.) THEN they take damage before they even get close to the buildings.

Subject: Ingenious way of entering HON on Flying Walls

Posted by [Anonymous](#) on Sat, 18 May 2002 10:00:00 GMT

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Actually no. I put 6 in the tunnels, 8 in the main entrance, 6 in the Airstrip, 5 in each entrance of the tibref.EDIT: Actually since we're talking about Nod - no mines in the entrance. I use those in the PP instead.[May 18, 2002: Message edited by: Devon]

Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Sat, 18 May 2002 10:43:00 GMT
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It is always hand to have some mine in front of the MCT. I still see many n00B jump right on to the mine and get killed. You only need about 3 to 5 mine to do it as they usually jump right on to it.

Subject: Ingenious way of entering HON on Flying Walls
Posted by [Anonymous](#) on Sat, 18 May 2002 21:35:00 GMT
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the hand is pretty easy to enter in walls... all i do is go through the tunnel... then goto the left, after i get up the little ramp, i just go up the side ramps and jump through the window... its pretty easy and the people inside dont usually notice me... though i wish gdi had some structure like the Hand... then i could do something with that... cause sometimes ill get into gdi base and realize "I have no explosives" so ill be forced to just kill random people...
