
Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 26 Jun 2002 11:19:00 GMT

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If your going to nuke the Tiberium Rrefinery from inside the tunnel, the best place (Nod or GDI) is against the enemy side wall inbetween the two pillars. Yes, some of you already knew this!Someone is always better than you, are you a newbie to them?

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 26 Jun 2002 11:22:00 GMT

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I have yet to see nod's nuke hitting the refinery. I've tried several times.GDI's does hit, but it takes 3 to destroy

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 26 Jun 2002 13:17:00 GMT

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for Nods nukes, you don't place them directly in the middle of the wall facing GDIs refinery, you have to go down closer to their tunnel that leads out to the infantry barracks, but up against the wall. If you look at your character like they were 6 feet in size, thats the size of space you have for the Nuke because only a small portion of the wall will let you hurt GDI's refinery and that space is on the wall, but a little further down towards the infantry barracks tunnel..... I usually mark the wall for Nod by shooting the space with Sakuras ramjet rifle.....it can be done though.....infact I proved a lot of people wrong yesterday.....

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 26 Jun 2002 13:32:00 GMT

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As Nod, just run and plant behind the refinery

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 26 Jun 2002 13:48:00 GMT

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I would say that Nod is better to run behind the refin and nuke rather than place in the tunnel.GDI is better to ion from the tunnel for refin then take out air strip using 2 ion.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Wed, 26 Jun 2002 14:52:00 GMT
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This ruins a good tank battle map I think. Everything is game, but geez!

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Wed, 26 Jun 2002 15:43:00 GMT
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I agree Kirby, the only time I really see the Nuke/Beacons coming out in the tunnel is when one side is down by points and time is running out, but I have played a few games when Beacons were going off the whole game (guess which team won by points???)

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Wed, 26 Jun 2002 19:02:00 GMT
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A funny tactic for this is after places lots and lots of tunnel beacons that only hurt the refinery you should go up and place a real beacon next to the refinery, they will all think its a tunnel beacon and not worry. and then suddenly bam! refinery destroyed!.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 00:53:00 GMT
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nukes hit. i dont know the best spot . i can do it

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 03:09:00 GMT
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brutus thats a know trick by now if gdi hears Nuke Beacon Deployed what do think what they will do in the first place? they always check the rifinery and barracks. Sometimes it still works if youre lucky

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 03:12:00 GMT
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A funny tactic for this is after places lots and lots of tunnel beacons that only hurt the refinery you

should go up and place a real beacon next to the refinery, they will all think its a tunnel beacon and not worry. and then suddenly bam! refinery destroyed!.....that wont work if want to go to that place the AGT shoots on you and you will be spotted by the gdi guys well if they see the agt shots

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 07:48:00 GMT
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DjTrancer It's an assumption, it would take a concerted effort of stupidity on the engies part to react the same way. But yes it's happened as you have described more times than I care to remember....

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 08:18:00 GMT
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The fake beacon tactic is used against nod , not gdi, i find its hard to place a beacon as nod becuase theres only one place it could be.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 08:48:00 GMT
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I was on Gamespy last night and EVERYONE of the players in this 30 game match were n00bs and newbies (safey in numbers I guess) but I ended up taking out both Barracks and Refinery and not one person came to give me any resistance and lw as using a shotgunner!.....if this would have been on WOL I seriously doubt I would have been able to get away with it in a 30+ game..... This game was scary because the time was set for 1 hour and every single player was on the field and watching enginners healing their opponets thinking they were hurting them was horrific!

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 09:00:00 GMT
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What server was it? would be nice to take out some noobs

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 09:10:00 GMT

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Ilove being a sniper in those games. It's like shootin' Slubbies in a barrel.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Thu, 27 Jun 2002 09:40:00 GMT

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slubbies? LMAO! Trust me, after taking back the tanks that were constantly stolen, I racked up the kills.....

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Thu, 27 Jun 2002 10:00:00 GMT

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Because you are so good in the forums! You're topics are the best! Isn't it hard being famous?

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Fri, 28 Jun 2002 05:33:00 GMT

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I consider it a wimp's tactic...it doesn't take much skill to do it. Even a stealth beacon rush on a no defense map takes more skill.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Sat, 29 Jun 2002 08:19:00 GMT

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Originally quoted by What_a_rush, "Obviously my teammates were n00bs, if they control the field with meds like GDI suppose to, I wouldn't need to nuke the ref, now would I?"If the whole team did not spend so much time in the tunnels trying to nuke a refinery, that is destroyed probably one in every 20 games on this map, then we could have some med tanks with hotwires, controlling the field, and taking out the obelisk. Stop with the stupid crap, and come out and fight. I believe only point-hungry people do this, not team players.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Sat, 29 Jun 2002 08:23:00 GMT

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StoneRookHow's it going? Zuhkov never emailed me back....

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 29 Jun 2002 08:44:00 GMT
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Going good! and you? - still fighting the good fight ---?shoot some mail to stonerook1@hotmail.com and i will get you up to date....

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 29 Jun 2002 09:28:00 GMT
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StoneRook Great dude I've been playing Renegade on Dev's, Nextgen, the Pitts, or Dominions servers when I get the time. Did you ever finish that mod you were working on?

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 29 Jun 2002 09:36:00 GMT
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Funny you should mention that --- everytime i think im done - i go off on a tangent and try to figure something else out to add -go here to see one of the tangents:www.bright.net/~bsunagel

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 29 Jun 2002 10:36:00 GMT
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I agree with steggy if gdi controls the field in med tanks its a win. This means no creds and eventually the ob goes down. Nod has to come out. I played where bothsides tried tunnel beacon whole game. I was on field destroying the nod harvester and anything that came my way. We won by points 80\% were mine. 120 ladder points later when the field came back up these yahoos had not learned a thing.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 29 Jun 2002 13:29:00 GMT
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The only ppl here calling it a wimp's tactic are the ones who ***** when Nod kicks their asses in the tunnel. You wouldn't be having a problem if you could stop it, so don't try telling me that moral *****.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Sun, 30 Jun 2002 08:40:00 GMT

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danm you ppl are dumb, you may hit the freaking building but you can only destroy it when the enemy team is one big n00b team!As soon as you hear beacon deployd and you get someone to say its in the tunne;everyone runs to ref MCT and starts repairing it so there is no way you can ever destroy it! what n00b ever figured that tactic out?!

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Sun, 30 Jun 2002 16:08:00 GMT

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The people who nuke/ion the tunnels are the ones that don't have the balls to go place it normally. It's as bad as the people who sit on islands with a gunner/MRLS shooting the HoN over the wall.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Sun, 30 Jun 2002 18:52:00 GMT

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Shut up you ***** I bet you **** and moan when someone beacons the tunnels because you have to actually go after them rather than just sitting in your tank clicking your mouse over and over at the refinery. Your the one whos missing a sack. Tunnel beacons are smart, and if your too much of a ***** to go in after them. Get a med rush together and destroy the Nod base, as everyone will be in the tunnel defending the beacons. Use your god ****ed brain, n00b.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Sun, 30 Jun 2002 22:47:00 GMT

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I have just worked out that 1 ion beacon can get both air strip and refin and it only requires 2 beacon to kill both at the same time. GDI have to have total control of the tunnel and requires team work to place the two beacons. With both refin and air strip gone at the same time Nod will be unable to recover from it and the remain job is use Gunner from tunnel to take out Obe while tank is hitting hand. For Nod it is a lot harder to get both refin and barrack with one nuke.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Tue, 02 Jul 2002 19:06:00 GMT

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I think you have a point, maybe westood somewhat intentionly made it so you could nuke the buildings, i dont see it happening on any other map and both sides can do it. also do you rememebr the demo days when no one realized you could place a beacon on the outside of a

building? it was fun for awhile then everyone caught on.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 06:20:00 GMT

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Well- i agree with you --- nuking by - in - or around stuff is not a bug or a mistake - it's just good tactics ---"Suitcase Nukes" -- well they were made to create problems in areas of control (i.e. tunnels/chokepoints) - so in the game - you can distract the enemy with a well placed weapon - and attack on a different front.from the Sun Tzu's Art of War:"Appear at points which the enemy must hasten to defend; march swiftly to places where you are not expected"so - hosts that kick you for doing such are making a grave tactical mistake - well - maybe they need that help.... lolIMHO ---- of course

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 13:48:00 GMT

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it is not good tactics, it is simply a way of getting around actually going INTO the base to shoot it. "Shut up you ***** I bet you **** and moan when someone beacons the tunnels because you have to actually go after them rather than just sitting in your tank clicking your mouse over and over at the refinery. Your the one whos missing a sack. Tunnel beacons are smart, and if your too much of a ***** to go in after them. Get a med rush together and destroy the Nod base, as everyone will be in the tunnel defending the beacons. Use your god *****ed brain, n00b."Armorace, get yourself a chill pill and a good psychiatrist, trust me, you need to CALM DOWN A LITTLE! If you think flaming people proves your point, you couldn't be more wrong; it just makes more people hate you. And no, I don't go in and click my mouse over and over at the refinery. In fact, I rarely even try to destroy the refinery! Most intelligent people destroy the DEFENSES first, so that their team can get into the base and destroy the rest. But no, you'd rather gain huge amounts of points from planting beacons outside the base, where the only threat is the occasional person taking the tunnel! And one more thing: n00bs are people who absolutely refuse to take good advice. Don't be a n00b, and stop flaming people for making sense.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 17:30:00 GMT

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Just because my posts have lots of cursing doesnt mean Im mad. People curse all the time when theyre completely calm. Same thing as typing in caps. I dont get mad over a GAME. I just get even.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 17:31:00 GMT

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I could care less if ANYONE here has a negative thought about me. Seeing what most of you people act like and say makes me feel all the more relaxed if you try to curse me out.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 17:33:00 GMT

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Your a little slow on the uptake. I dont mean shooting the enemy refinery, I mean shooting at your own refinery on Field to kill the sbh soldier hiding behind the silo. Its much more fun and satisfying to go into the caves and take them out hand to hand.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 17:37:00 GMT

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Your calling me a n00b? LOL n00bs are the people who **** their pants when someone thinks of a good tactic and theyre too lazy to try and stop it, so they come here and call it cheap and demand that it be banned before they have to change their pants again. If you can do the same thing as your enemy (Tunnel beacon) THEN WHAT THE **** ARE YOU GETTING UPSET ABOUT DUMB****, EITHER DO THE SAME THING THEYRE DOING< QUIT PLAYING FOREVER, OR THINK OF YOUR OWN COUNTER ATTACK. There, 3 simple choices you can make.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 17:41:00 GMT

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All of your statements have been thoroughly countered, so theres no reason to post here again.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 19:00:00 GMT

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there is no reason y someone should ban someone from doing this. Usally every map has 2 parts where the team needs to defend to be able to attack one of the buildings. I know its a cheap tactic, but it will help later on to attack NOD. Other Maps have disadavantges and advantages for both NOD, and GDI! SO there is no reason y someone should get ****ed off cause of this. The other team can get revenged in other maps. NOD has a big adavantage because the Moble Artiarys can attack the weapons and ruin the game for GDI!C&C Under has 2 (the field and tUNNELS) C&C hourglass has 3 (top, left side and right side) C&C Volocano has 3, C&C walls

has many, so does city. Many more maps has more places to defend, because each spot has someway to attack the enemy buildings!(sorry about the spelling) **** not Spell Checker

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 21:41:00 GMT

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Yo lol u guys that post these messages on the msg boards must all be new its not hard to nuke the ref or the barracks u just have to no how to guard the nuke. On the barracks run to the first rock place the nuke then go to the second rock to guard it from behind. On the ref u get a clock and place is as close to the front door as possible wit out being seen by the agt and u move back to the wall so the eg dont c u when he starts t odisarm it blast him this is the only thing i do on nod when on field (i play in 30 ppl games and dont really use tanks)

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 21:53:00 GMT

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You must play with a load of retards, because Med tanks should be pounding your position seconds after the nuke has been placed. Your nuke would never survive in a good server, because good players mine the tunnel entrance by the barracks.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 03 Jul 2002 23:04:00 GMT

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umm.. its quite ez to nuke barracks and refin. since the obvious spot for the NOD to guard it is right by the entrence by the barrack. Any tank can just keep on firing there and no NOD can really guard it cause the People would be dead. Another way u can easeier disarm the nuke in a spot where the NOD cant get u. Usally if u have a tank by u its ez to disarm it but if u dnt then its pretty tough but eventurally u will get it. The odds of getting it isnt really high inless you are playing w/ a bunch of nOObs and retards that dont even know what to do. also no matter what if u place the nuke on the side of the refin, the AGT will fire and others will know that someone is there and ur cloak will be off.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Thu, 04 Jul 2002 14:16:00 GMT

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I have to qualify so that people don't take me as some kind of wimp who's afraid of being nuked. It is not when I am Nod that I become upset with GDI placing beacons in the tunnel, it is when I am GDI. A big group of people run around the tunnels placing useless beacons. This slows down

the front line who is in need of Hotwires, and more tanks. It is just a waste of time to place beacons in tunnels. Only people looking for easy points do that crap. How often does the refinery come down. Come out and fight like a man, or woman.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Thu, 04 Jul 2002 14:21:00 GMT

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"Your calling me a n00b? LOL n00bs are the people who **** their pants when someone thinks of a good tactic and theyre too lazy to try and stop it, so they come here and call it cheap and demand that it be banned before they have to change their pants again. If you can do the same thing as your enemy (Tunnel beacon) THEN WHAT THE **** ARE YOU GETTING UPSET ABOUT DUMB****, EITHER DO THE SAME THING THEYRE DOING< QUIT PLAYING FOREVER, OR THINK OF YOUR OWN COUNTER ATTACK. There, 3 simple choices you can make."I dunno, the way I see it, you're the one with a few problems here...you go absolutely bat **** if one person dares to counter your opinion. Look at you, you're so aggravated by me not accepting your way of doing things that you can't even punctuate correctly! Take your finger of the shift key, turn off capslock, whatever. Not everyone is going to think exactly the same way as you, and you need to calm the hell down and accept that. Got it? You like to beacon the tunnels. That's fine, go ahead. But you have to get it through your head that there are people who oppose that tactic, just like there are people who oppose shooting the HoN over the wall on Islands. Some, including me, think that it is a cheap, easy way to get out of doing the gruntwork. And just for your info, so you can at least make correct flame posts:1. I often play an engineer. I do swap from high level characters to lowly engineers to take out beacons. And I will get out of my \$800 medium tank to do it.2. I am 15, 16 next month. I haven't ****ted my pants in 11 years.

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Thu, 04 Jul 2002 14:42:00 GMT

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Wow, did you look over everything I said? Just because I type in caps lock and curse doesnt mean Im angry. There should never be a reason for getting mad over a game. I type in caps lock to point out important parts in my posts that should be paid extra attention to, but I guess that doesnt work because most of the things Ive typed have flown right over your head. I dont give a **** about punctuation here. This isnt school, Im not getting a grade for my english, and my posts can be understood with no problem. Im 14, and did you have to mention that last part?

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Thu, 04 Jul 2002 16:05:00 GMT

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Well, Placing the Beacon in the tunnels dont take to long! Once u got that done u can help the tanks get repaired.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 11:19:00 GMT
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"I type in caps lock to point out important parts in my posts that should be paid extra attention to, but I guess that doesnt work because most of the things Ive typed have flown right over your head."If you want to emphasize something, use the pretty little button that says "italics". Or the button that says "bold" or the "underline" one. They're right under your post box. FYI, typing in all caps online is the equivalent of yelling at the top of your lungs in real life. Not many people are going to believe that you're calm and in control if you're swearing and yelling at them. "Im 14, and did you have to mention that last part?"You used it as a flame, and I feel that if you want to flame me, you should at least do it accurately.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 13:27:00 GMT
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"WOW" I never expected such a huge reply to subject. My 10 cents worth is: "I just enjoy the game" win or loose! Take care and see ya'll out there.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 20:03:00 GMT
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armor, it doesn't matter how you interpret sentences in all caps, everyone else on the planet sees it as yelling. Bold text stands out just as well, and doesn't make you look as bad.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 20:19:00 GMT
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"and doesn't make you look as bad. " Hmm, another statement that has eluded your ever watchful eyes. Im not going to retype this one, you'll just have to find it yourself.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 06 Jul 2002 01:33:00 GMT
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i hate that tactic its so bloody lame.. and why bother when a single hotwire can destroy the nod ref or oby easily. as for nod doing it.. you may aswell just nuke something decent like the AGT or the barracks or the ref in 1 nuke..

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 06 Jul 2002 10:22:00 GMT
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Its easy to nuke the Agt, harvestor sneak. You can even pull it off as a Chem Warrior.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 06 Jul 2002 10:31:00 GMT
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Just use Chemmeman to do the job

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 06 Jul 2002 13:08:00 GMT
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why do I even bother?

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 06 Jul 2002 13:27:00 GMT
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Your not bothering, thats the problem.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Sat, 06 Jul 2002 13:29:00 GMT
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Im done with this thread, come talk to me when something I say finally sinks in. Im not getting anywhere with you on this one.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Mon, 08 Jul 2002 00:44:00 GMT
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I'm the one who's dense? Yeah, tell me another good one.

Subject: Tunnel Nukes (Field Mix)
Posted by [Anonymous](#) on Mon, 08 Jul 2002 15:27:00 GMT

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ArmorAce don't give away all the secrets...hehe.....shhhhhhhh!

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Tue, 09 Jul 2002 03:31:00 GMT

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Hit Harvester with Ion Cannon or Nuke? Is it possible?

Subject: Tunnel Nukes (Field Mix)

Posted by [Anonymous](#) on Wed, 17 Jul 2002 05:31:00 GMT

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Some people call this cheating. To me it isn't though. Hah, this reminds me of a game this week. GDI wasted about 25 beacons cause they kept timing lousy. Every time 5 beacons in even more seconds, suckers. We later blew their refinery. They blew their savings first .I almost couldn't stop spamming: ION LION ZION!!! (not a big Bob Marley fan though, but what a helluva occasion)
