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Subject: Nod overpowered

Posted by [lluvguns](#) on Fri, 23 May 2003 01:25:27 GMT

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is it just me, or on maps where there is no adv guard tower, its WAY too easy for stealth trooper to sneak in with nuke?

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Subject: Nod overpowered

Posted by [HTDana](#) on Fri, 23 May 2003 02:06:29 GMT

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No, not at all. I have noticed that GDI's buildings seem to explode a lot easier on non-defense maps, though--sometimes it seems like they even blow up when there's nobody around.

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Subject: Nod overpowered

Posted by [npsmith82](#) on Fri, 23 May 2003 02:26:02 GMT

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There's two good defences from stealth nukers...

- 1) Proximity mine any bottlenecks into your base.
- 2) Buy a mobius and scout around the base continually firing the gun (if you hit a SBH, he'll be visible for ages because of the electricity burning).

Cheaper alternatives are to use a patch or tiberium rifle sydney, they work just as well to keep the stealths out, (tiberium burn keeps the SBH visible for longer).

Hope this helps.

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Subject: Nod overpowered

Posted by [laeubi](#) on Fri, 23 May 2003 05:54:36 GMT

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a good way: get an APC + Hotw, if you hear the sound of the nuke, drive around, find it, kill the stealth guy, defuse (This only works of course if the buildings are mined and he can't get into a building )

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Subject: Nod overpowered

Posted by [HTDana](#) on Fri, 23 May 2003 13:30:34 GMT

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On a serious note, it's also a good idea to keep an eye on your refinery, especially if the harvester is about to deliver its payload. A good SBH will drop the nuke just before the harvester arrives, making it harder to get at the nuke...

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Subject: Nod overpowered

Posted by [Aurora](#) on Fri, 23 May 2003 19:07:45 GMT

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1.) Keep the AGT alive

2.) don't let them get inside your buildings

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Subject: Nod overpowered

Posted by [spreegem](#) on Fri, 23 May 2003 19:08:24 GMT

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What me and my friend do alot is we have one of us deploy a beacon at our base if FF is off. then we both go together and deploy the other one at there base and we both defend it from the GDI.

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Subject: Nod overpowered

Posted by [General Havoc](#) on Fri, 23 May 2003 19:31:24 GMT

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Well on maps that your gonna be nuked on such as Islands and Complex then the best way is a hotwire in a hum-vee. Place both of your remotes on your hum-vee and refill. This was if you need to get out to disarm a nuke you can self-destruct your hum-vee in case a SBH tries to pull a fast one on you. APC's are too slow, too heavily armoured and tracked making them not ideal for the job of nuke or SBH hunting.

\_General HAvoc

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Subject: Nod overpowered

Posted by [Blazer](#) on Fri, 23 May 2003 22:49:15 GMT

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npsmith822) Buy a mobius and scout around the base continually firing the gun (if you hit a SBH, he'll be visible for ages because of the electricity burning).

Also don't forget that Mobius has greater ability to see stealth units than other characters do. You pretty much don't even have to fire around randomly, just run all around and especially near any places that SBH like to hide.

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Subject: Nod overpowered

Posted by [PsY](#) on Sun, 25 May 2003 19:57:35 GMT

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Blazer what do you mean? Like if a patch stood right next to a SBH and a mon stood next to one it would be more visible to the mob over the patch? Or do you mean by the fact the patch gun CAN miss the sbh, where as the volt rifle wont?

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Subject: Nod overpowered

Posted by [Aspenth](#) on Sun, 25 May 2003 20:07:01 GMT

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PsYBlazer what do you mean? Like if a patch stood right next to a SBH and a mon stood next to one it would be more visible to the mob over the patch? Or do you mean by the fact the patch gun CAN miss the sbh, where as the volt rifle wont?

Certain characters, like Mobius, Sydney, and Patch, naturally have better eyesight than other characters and can spot a running SBH without even firing.

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Subject: Nod overpowered

Posted by [Aurora](#) on Sun, 25 May 2003 21:00:50 GMT

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All infantry can see SBH. so can some vehicles, despite what people say.

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Subject: Nod overpowered

Posted by [DaveGMM](#) on Sun, 25 May 2003 22:03:51 GMT

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Simple.

- 1) Is the nuke outside the building? Yes..... goto 2.  
If not, goto 3.
  - 2) Kill the SBH. Do a QUICK sweep to see if there is another SBH around. Disarm Nuke.
  - 3) If the nuke is inside, Ditch the vehicle, get in there. Is there a SBH? Yes, goto 2.  
If not, Disarm Nuke, goto 4.
  - 4) Has Nod taken your tank/vehicle? Yes.... goto 5.  
No - Take it and go back to business.
  - 5) Remember, you saved a building. Give yourself a pat on the back, the tank can be killed and another bought, a building cannot.
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Subject: Nod overpowered  
Posted by [Aurora](#) on Sun, 25 May 2003 22:08:46 GMT  
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That's a GREAT guide.

I should write one of those for laying the nuke...

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Subject: Nod overpowered  
Posted by [HTDana](#) on Sun, 25 May 2003 23:51:04 GMT  
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That's good advice, Dave. You never want to let Nod run you over with your own vehicle while you're disarming a nuke, but otherwise the armor/bldg trade is almost always a good one.

Part of me can't help but picture Wile E. Coyote, though...remember how he would read the directions to himself while using a grenade?

"Step 3. Pull the pin. . . . Step 4. Count to three and throw the grenade. Remember, you only have a few seconds to throw the grenade befo--\*boom\*"

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Subject: Nod overpowered  
Posted by [DaveGMM](#) on Mon, 26 May 2003 08:41:38 GMT  
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Yes, but I highly doubt someone is going to be in this situation:

"Nuclear Strike Beacon Deployed"

Ahhhh! Where is it?!

"SBH fires at soldier, misses and gets killed"

Right.... so here is the beacon... what do I do? Ah! I know! Ill look up the guide!

"After much flicking"..

Ok... Step one, outside the building... goto 2.  
Killed the SBH, there are no others.. so I should dis..

"Boom".

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