Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by i0nuk3 on Sun, 30 Nov 2003 20:25:55 GMT
View Forum Message <> Reply to Message

on mesa map take a sbh with nuke and a buggy. use buggy to get to ref and plant a beacon. it works great cause not many use this tactic so you see no engineers in that area. you can also get to inf bar and plant a beacon, this one works best! just rush in GDI base with buggy through the tiberium. you might lose some health and you will have enough to defend your beacon (that is when any engineer hears the beacon). normally no engineer comes. i havent tries wep or pp but i think it possible to pp.

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by azngqboy on Mon, 01 Dec 2003 04:23:12 GMT
View Forum Message <> Reply to Message

ya this does work, but u have to have a vary good harvy mine, or a really good rush to be able to have enough credits stack to do this!!! i mean it has to be done in the first 4 minutes to have that stunning effect (or even to be a rush), but believe me, ill do it more after readin it! TY

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Majiin Vegeta on Mon, 01 Dec 2003 17:13:29 GMT
View Forum Message <> Reply to Message

heres a tip read the server rules before you do this

most servers dont allow this becuase you are exploiting a bug..

so dont blame be when you get your ass kicked

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by azngqboy on Tue, 02 Dec 2003 17:46:55 GMT
View Forum Message <> Reply to Message

how does this use any bugs man??? .. u rush in, jsut like buggy rush + 2 chem sprayers back door in streets, or anything like that!

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by i0nuk3 on Tue, 02 Dec 2003 19:56:26 GMT
View Forum Message <> Reply to Message

Majiin Vegetaheres a tip read the server rules before you do this

most servers dont allow this becuase you are exploiting a bug..

so dont blame be when you get your ass kicked

back to ref is expoiting the bug ..... but not rushing into their base with buggy and sbh(with nuke).

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Homey on Sat, 06 Dec 2003 16:37:25 GMT
View Forum Message <> Reply to Message

sbh and nuke harv walk to barracks also

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Majiin Vegeta on Sat, 06 Dec 2003 22:53:45 GMT
View Forum Message <> Reply to Message

i0nuk3Majiin Vegetaheres a tip read the server rules before you do this

most servers dont allow this becuase you are exploiting a bug..

so dont blame be when you get your ass kicked

back to ref is expoiting the bug ..... but not rushing into their base with buggy and sbh(with nuke).

like to see how a buggy can get past the AGT.. behind the pp repair when your an SBH and get to the ref without anybody noticing..

real stealth like

how about you get 5 Stanks and rush the pp.. :rolleyes:

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by azngqboy on Sun, 07 Dec 2003 05:16:55 GMT
View Forum Message <> Reply to Message

5 stanks sounds alot better, lol, then again, why not just get 3 artillery, 3 ltanks and the rest engineer/snipers in the tib pits, lol

---

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by amid_tha_rubble on Sun, 07 Dec 2003 17:28:45 GMT
View Forum Message <> Reply to Message

---

you're better off just placing the beacon where the harvie unloads just before it does unload...then gdi can't do jack shit to your beacon...

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by revenuke on Tue, 09 Dec 2003 18:56:50 GMT
View Forum Message <> Reply to Message

Majiin Vegetai0nuk3Majiin Vegetaheres a tip read the server rules before you do this

most servers dont allow this becuase you are exploiting a bug..

so dont blame be when you get your ass kicked

back to ref is expoiting the bug ..... but not rushing into their base with buggy and sbh(with nuke).

like to see how a buggy can get past the AGT.. behind the pp repair when your an SBH and get to the ref without anybody noticing..

real stealth like

how about you get 5 Stanks and rush the pp.. :rolleyes:

HE meant rushing with sbh and buggy to infantry bar through tiberium.. i have done it a lot of times

---

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Bombario on Fri, 16 Jan 2004 00:31:32 GMT
View Forum Message <> Reply to Message

Majiin Vegetaheres a tip read the server rules before you do this

most servers dont allow this becuase you are exploiting a bug..

so dont blame be when you get your ass kicked

What bug? Is it jumping over the wall thing with the vehicle? Also, whether or not this is the 'bug' you're referring to, is that (jumping over the wall thing with the vehicle) what they call 'wall hopping'? If not, what IS wall hopping?

Subject: Re: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by TheSkarekrow on Tue, 27 Jan 2004 01:02:26 GMT
View Forum Message <> Reply to Message

i0nuk3on mesa map take a sbh with nuke and a buggy. use buggy to get to ref and plant a beacon. it works great cause not many use this tactic so you see no engineers in that area. you can also get to inf bar and plant a beacon, this one works best! just rush in GDI base with buggy through the tiberium. you might lose some health and you will have enough to defend your beacon (that is when any engineer hears the beacon). normally no engineer comes. i havent tries wep or pp but i think it possible to pp.

Does work. I've done it heaps. Also, you can really easily harvy walk behind the bar, into the WF, or if done perfectly, into the ref/Agt. The harvy isn't very smart

---

Subject: Re: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by kittyhawk on Fri, 30 Jan 2004 20:52:37 GMT
View Forum Message <> Reply to Message

it works pretty good.. but how the hell did u come up with this

---

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Bidbood on Sun, 21 Mar 2004 17:31:18 GMT
View Forum Message <> Reply to Message

this is kinda old... if you have 650 credits you can take it out too: technician + buggy

though it is NOT allowed in allmost each big server so you should only do it in 4 player games

---

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by IRON FART on Mon, 22 Mar 2004 01:18:39 GMT
View Forum Message <> Reply to Message

This is ANCIENT!

But works better with a Tech. If you are a Tech, you can disarm any mines, and there will be no warning or a nuke. Also I find that if you put a timed C4 on the buggy and get a refil just before you leave there will be no way of telling that you were ever there if someone just looks over to the ref. Unless you were spotted going to it or spotted inside.

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Bidbood on Mon, 22 Mar 2004 11:26:20 GMT
View Forum Message <> Reply to Message

there should be a new patch released with all the maps fixed

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by i0nuk3 on Mon, 22 Mar 2004 13:13:14 GMT
View Forum Message <> Reply to Message

IRON-FARTThis is ANCIENT!
u r replying after 5 months i posted this.... :rolleyes:

Subject: Re: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by i0nuk3 on Mon, 22 Mar 2004 13:15:22 GMT
View Forum Message <> Reply to Message

kittyhawkbut how the hell did u come up with this

NO NO NO NO, i did not worked that out, i saw some guys do this...

driving buggy with sbh nuke to BAR <----- I WORKED THAT OUT

the buggy destroys just after u get to the back of BAR and ur left with sbh nuke. hide for a while and then NUKE!!!

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Zep on Mon, 12 Apr 2004 14:11:20 GMT
View Forum Message <> Reply to Message

On mesa, you can take a buggy, and with enough speed, full health and stuff, you can drive rite behind the weps, then repair, and drive for the pp, the agt, or just go into weps door. Sometimes if the boggy dosnt make it, you can still hop around the side of the weps.

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)
Posted by Homey on Tue, 13 Apr 2004 20:23:56 GMT
View Forum Message <> Reply to Message

IRON-FARTThis is ANCIENT!

But works better with a Tech. If you are a Tech, you can disarm any mines, and there will be no warning or a nuke. Also I find that if you put a timed C4 on the buggy and get a refil just before you leave there will be no way of telling that you were ever there if someone just looks over to the ref. Unless you were spotted going to it or spotted inside.
Throwing 2 remotes, then refill then jump is much more reliable and you probably wont blow yourself up

---

Subject: SBH + BUGGY = DEADLY (in C&C Mesa)

Posted by Creed3020 on Tue, 13 Apr 2004 21:12:30 GMT

Exploiting of this bug will now go up 5%... :rolleyes: