
Subject: Nuking and Ioning Tips/Glitches

Posted by [knOwn](#) on Sat, 03 Jan 2004 14:00:37 GMT

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My favourite place to nuke the WF is the 'Gutter'. Climb the ramp, and walk up onto the little platform (the highest point.) Then walk to the left side (the side where the vehicle come out) and hop down into the bit that juts out. It works on all flying maps, especially with SBHs and no base defenses. EVERY SINGLE nuke I have done on the WF (In this way) has worked, not one has ever been disarmed. I'm in love with the tactic! And for GDI, you can get the Aistrip by getting INSIDE the tower with the glass windows. You walk up the flying ramp, and then when you get to the second ramp that goes up onto the top roof, where the edge of the ramp sticks into the control tower's glass window wall, jump up onto the side and jump through the window. You usually lag and go back outside then jump in, and you can walk around inside the glass windows place the ion beacon, jump through the hole in the middle and you're home-free. If they have the door mined for the strip and you're a hotwire, jumping through the hole helps too, but it's hard to do it un-noticed. The WF is the best way to go.

Also on all flying maps, buying a transport chopper or an attach aircraft, whatever you don't mind losing to the enemy or getting blown up, you can fly on top of the refinery and jump out. You then land on the ref and can walk around, they have an 'invisible wall' stopping you from walking up it normally, but you can fly over the wall with aircraft easily

Also, for those who don't play often or don't listen to people playing or watch what they're doing, on Canyon, you can get an SBH, walk in their front entrnace since it is usually never mined, walk up onto the ramp at the back of the barracks, jump onto the logo sticking out of the back and jump again quickly, and get onto the roof of the barracks to nuke it. Very fun and a 95% chance of blowing it, as long as you wait around to make sure no body jumps up. It takes a while to get up sometimes, if you are lagging.

BTW you can access Purchase terminals through walls if you walk into the building where the PT is, and press your action key. Works well on Barracks (very useful for Field) and strip, (Useful for Field too).

I can't think of anymore no0bish tactics that I like to use except those, but if i do I will post them.

Goodbye, and happy nuking :twisted:

Subject: Nuking and Ioning Tips/Glitches

Posted by [SuperTech](#) on Sat, 03 Jan 2004 23:17:48 GMT

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Good tips, I'll have to try them. What I have always wondered is how the SBHs get on top of the Refinery on Islands (works on other maps too from what I hear). No one will ever say, but my guess is that you take two SBHs, one jumps on the back of the other to make it to the top and then you lay the nuke. People have also claimed to have gotten in the smoke stack on the power plant by dropping from a chopper, but I have never done so (believe me, I tried :twisted:). And I've seen people in the top of the airstrip, but again, I can never get in it!

BTW, has anyone tried Teamspeak? One of the co-workers gave me a headset and I tried it last night on Fastc0nn 3. It was pretty cool: I was in the lobby of Fastc0nn3 and I was on GDI listening to NOD team members talking about our advances, pretty freaky actually!

Subject: Nuking and Ioning Tips/Glitches
Posted by [warranto](#) on Sat, 03 Jan 2004 23:40:50 GMT
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On many servers though, exploiting map glitches to place beacons is a kickable offence.

Subject: Nuking and Ioning Tips/Glitches
Posted by [rm5248](#) on Sun, 04 Jan 2004 04:29:29 GMT
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SuperTech

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well if you sign up for the all-star games on renstation.net (you have to go on the forums) everybody will be using teamspeak. not too many people use it when they are playing a normal game on the fastc0nn servers.

Subject: Nuking and Ioning Tips/Glitches
Posted by [SuperTech](#) on Sun, 04 Jan 2004 07:10:35 GMT
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Cool, thanks for the info. rm5248.

Subject: Nuking and Ioning Tips/Glitches
Posted by [IRON FART](#) on Sun, 04 Jan 2004 07:43:05 GMT
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The first one isn't a bug or glitch, just a good hiding spot. Everyone can get to it with ease. Just nobody bothers to check.

The second, everyone can get into, but it's harder and could be classified as a glitch. Depends from server to server.

Subject: Nuking and Ioning Tips/Glitches
Posted by [azngqboy](#) on Fri, 09 Jan 2004 05:14:53 GMT
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trhis si a side story involving ions beacons.

in flying maps i jump into the hand of nod by jumping on the ramp rails, then i jump into the

windows, then simply plant ion on peditstal, or C4 the MCT if i want, (might as well to freak em out), but this almost always works.

in field, i dont have to say this, but nuke tib refine by running into that little gap, its never mined or defended, but if you are a good shot, you will kill and hitties/engies and defend it till it hits, also as GDI you can ion the Air stripe to halflife or kill the tib refine. Under same deal, you can get into a nod base by jump past the ob (only with a hotty or some bottom line char) and get to back of PP, cary helpful! or simply get into the cracks as BOD and nuke the tib refine, aslo will need a good shot to defend. In any flying map, you can nuke the AGT buy getting out of a chopper, and plating it on the ledge if the AGt above the 4 miniguns, this can be defused so its legal, but vary hard to notice! (of course it only works when PP is off of course)

there are so many more, but whatever, you all know em.

Subject: Nuking and Ioning Tips/Glitches

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 01:06:42 GMT

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IRON-FARTThe first one isn't a bug or glitch, just a good hiding spot. Everyone can get to it with ease. Just nobody bothers to check.

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True.

And I dunoo about the getting on top of the ref one, never heard or tried of it. But dropping into the pp doesn't work. If you make maps, you will notice that there is an invisible cone stopping that from happening. As there is over the AGT and Ref silo thing and the very tip if the ref and the base of the ref, called "Footblockers".

Another tip is, usually on non base defense flying maps, you can fly over to top of the enemy refinery, and jump out (near the logo/above the door side) and you're on the ref. Easy shit, eh?

TheSkarekrow

Subject: Nuking and Ioning Tips/Glitches

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 01:08:20 GMT

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Yeah, those are the MOST known beacon tequiques, not tips/glitches.

Subject: Nuking and Ioning Tips/Glitches

Posted by [gibberish](#) on Tue, 27 Jan 2004 01:20:03 GMT

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I accidently hit the e key while over the hand one time and landed on top of the hand (hand itself not the roof) and I stayed there.

Unfortunately I didn't have a beacon and I haven't been able to repeat it (keep falling off) but it would have been a cool place to put a beacon.

Gib.

Subject: Nuking and Ioning Tips/Glitches

Posted by [kriegerv](#) on Tue, 27 Jan 2004 06:32:48 GMT

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lol, well taking out a base with hotties is easier.
