
Subject: Nod PP on Mesa
Posted by [ArtyWh0re](#) on Thu, 07 May 2009 10:25:19 GMT
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Has anyone ever tried this on Mesa?

At the beggining a few GDI Infantry go around the back and into the Nod base (the way a GDI APC would go to rush Air Strip).

They then go around the back of the Nod Power plant and in through the door.
1 person will get hit by the Obelisk while walking over to the Nod Power Plant though.

Subject: Re: Nod PP on Mesa
Posted by [Reaver11](#) on Thu, 07 May 2009 13:37:08 GMT
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You can also reach the strip and ob this way IF you time it correctly.

Subject: Re: Nod PP on Mesa
Posted by [RTsa](#) on Thu, 07 May 2009 15:14:39 GMT
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1 person? Pretty optimistic if you wish to have more than 1 guy get to the PP.

But yeah, it's possible to do - I'd just be prepared for a whole lot more losses.
(ok, probably possible with just 1 guy getting hit by obi when rehearsed & using teamspeak)

Subject: Re: Nod PP on Mesa
Posted by [Jamie or NuneGa](#) on Thu, 07 May 2009 15:43:45 GMT
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try this in a 4v4 and watch your base get molested by artys whilst you are doing it

Subject: Re: Nod PP on Mesa
Posted by [archerman](#) on Tue, 12 May 2009 17:39:56 GMT
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ob will hax and kill all of them with a single hs. gg.

Subject: Re: Nod PP on Mesa

Posted by [ErroR](#) on Tue, 12 May 2009 17:42:14 GMT

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archerman wrote on Tue, 12 May 2009 20:39ob will hax and kill all of them with a single hs. gg. why would it need to. Half meter away explosion is still lethal

Subject: Re: Nod PP on Mesa

Posted by [Spoony](#) on Wed, 20 May 2009 14:02:28 GMT

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That would take way too long to get there; if you're ignoring the harv fight then nod's gonna have arties before you know it, and you won't be anywhere near affording meds. Plus if they don't see you in the cave, they'll be able to guess what you're up to; hearing the ob will also give them a clue

Subject: Re: Nod PP on Mesa

Posted by [Jamie or NuneGa](#) on Wed, 20 May 2009 17:40:36 GMT

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Spoony wrote on Wed, 20 May 2009 15:02That would take way too long to get there; if you're ignoring the harv fight then nod's gonna have arties before you know it, and you won't be anywhere near affording meds. Plus if they don't see you in the cave, they'll be able to guess what you're up to; hearing the ob will also give them a clue

i'll be honest, this wouldn't be the first that popped into my head
