
Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:13:00 GMT

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quote:Originally posted by Devon:Ok, first: if you want to take out the powerplant, which is, after all, the most important building, approach the GDI base from the other side - drive through the hole in the wall near YOUR base, over the tiberium field (where their harvester harvests) and drive straight towards the PP. You'll have 125/20 health/armor left (approx). If someone is on the tiberium field and starts firing at you, retreat and take another route. If, when your C4 is placed, someone sees you, do NOT blow the remote right away! Then the enemy can just repair the building and you've accomplished absolutely nothing. Instead jump around, run, circlestrafe, whatever, to avoid their fire while running into their engineers and/or fire at them with your pistol. If there isn't a whole team of enemies determined to take you down you'll survive long enough to detonate the remote after the timed has gone off (or better yet, a second before if you keep track of time), and then the building is destroyed. Almost never fails unless there is a patch/mobius AND at least one hotwire to worry about (or a ****load of engys). Shotgun troopers are also a pain in this situation. As for GDI, they can access the Hand of Nod, Obelisk of Light, Airstrip and Tiberium Refinery with a Hummer if they know how. [April 13, 2002: Message edited by: Devon] You know why you blow it? Because IF YOU DIE FROM BEING SEEN, you can't detonate it. You'll rarely live the 30 seconds for that Timed C4 to blow... So you might as well detonate the Remote C4 and get some kind of points and credits out of it, instead of NOTHING at ALL.
