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

Posted by [Anonymous](#) on Sat, 13 Apr 2002 04:08:00 GMT

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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]
