
Subject: City_Flying Tactic For NOD

Posted by [codeman](#) on Tue, 14 Sep 2004 03:50:24 GMT

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I was practicing this tactic with some friends, and it worked 3/5 times.

First, get your members organized.

You need the following:

2-4 snipers/ramjetters

1 Technician

1 SBH Guy w/ a Nuke Beacon heavily covered in proximity mines

1 Heavily Armored Unit such as rocket officer/chaingun sbh

1 Transport chopper piloted by technician

1 Apache Chopper

Have the apache ready to go, and a pilot. Get everyone to load up into the transport chopper, and get the apache to fly ahead and take out any units on top of the large buildings outside of the base, then fly in with the transport chopper and land on a building outside of the base. Drop off a sniper or two, then fly to the next building, and drop off another sniper. Now, take your heavily armored unit and sbh guy, and land them on top of a GDI building. Have the armored unit run into the agt and bomb it.

Have the SBH plant the beacon on top of the building in sight of the snipers. Now, you should have the beacon planted, and having the snipers on the buildings pick off anyone who compromises the beacon.

Get the engineer to land the chopper and repair it, then fly in and pick up the SBH and other unit if they are still alive. Once the nuke beacon is safe, and you know its going to be ok, fly up and get the snipers from the roof tops, and get them back to base safely.

So, recap:

Get 2-4 snipers

Get a transport chopper and a technician to fly it

Get a sbh w/ a nuke beacon and cover him in proximity mines

Get a chaingun black hand

Get a apache and someone to fly it

1. Have the apache escort the transport chopper into the GDI base and have him clear out any hostiles on top of the buildings.

2. Land a sniper or two on each large building.

3. Fly down and drop the SBH and chaingun black hand off on top of a building.

4. Get the SBH to plant the beacon, and the chaingun dude to take out any hostiles and attack/bomb the AGT. Have the snipers cover the beacon.

5. Land the chopper, and repair it while SBH is planting beacon.

6. Once the beacon is safe, and teh nuke is about to hit, fly in and pick up the snipers, and get them back to base.

Sure you lose a guy or two, but its an effective way to take out a building. The sbh covered in mines is like an invisible walking proximity nuke. After a while, the mines stuck to him will turn invisible also. ilf the sbh dies, he will be near the beacon, and no one will be able to get close to where his body was without blowing up or getting sniped. The guy rushing the agt will not only distract it, but also make GDI panic, and focus on repairing it, instead of looking out for SBH nukers. Its a pretty fool proof plan, unless your apache escort screws up and misses someone, or if the agt shoots u down. Anyways, feel free to use this strategy. Its pretty simple if you can get your team to co operate.
