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Subject: Real City flying tactics...NOD

Posted by [karmai](#) on Tue, 14 Dec 2004 17:24:56 GMT

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I've been reading your posts on how you believe you will win games on city flying... You're completely wrong.

For 4v4's and maybe 5v5's.

In games 3v3 and bigger it is a good idea to start out with soldiers and maybe 1 or 2 engis on nod (depending on what you like), I would say just defend your harvy with the shooters, and go attack GDI's with engis.

The money box's on this map are very important, because they can have 200 credits inside (which is very useful), 100 credits, or ammo refill (which you can use to put even more c4 on GDI's harvy). If you lost your harvy, and GDI got theirs, you are in a very bad way. GDI will have an orca, meds, and probably a sniper before you can afford anything.. Which is GG right there. So I would start pulling desperate moves, hoping you can pull something off to turn the game around (gdi is the domant side on this map once they have the field). Buggy rushes are always an option, or a remote rush to the powerplant with an apc, maybe you can catch them off gaurd and destroy something. If you don't the game is pretty much over. You could also stay in base, and save up for tanks.

If you both got your harvy's, NOD has a good chance. 1 apachee, 2 light tanks, and a sniper on the bridge is a very good option. Another good place for the sniper is in the little box by nod tunnels (where the spawn 500 is sometimes found). Stay safe until you can afford either a light tank or an apc. Use the sniper to fight off other snipers, and orca's. You can also shoot med tanks for alot of points with the sniper if orcas or other snipers aren't in the field. The apachee is what you use to fight off med tanks, and other orca's. Maybe even snipers if you can get close enough. But the apachee needs to stay alive, it is a good idea to make sure you know where the sniper is before the apachee flys out, so you dont get owned.

Control the field with this, you have a good chance of winning the game. If you kill the orca, the game is more than likely over. You can also rush and get in gdi's base very easily on nod.

If You get your harvy, and gdi doesn't get theirs. You can do many more options.

2 artys with techs over the bridge is a good idea. May seem like suicide, but they wont have enough money for anything to take you out with... You will probably kill the ref or wepons.

Or you can get stanks, and rush right into their base, it isn't as assured to win as the artys, but it is always fun.

The third option is probably the smartest, just control the field with light tanks, apachee, and sak so that gdi will have a hard time taking it from you.

City flying is one of my least favorite maps to play, but this strategy is much better than some of the shit you guys have been witting (transport heli's/mendoza's/ other retarded things), try it.

Oh yeah, and spoony feel free to correct me you always pwn us on this map

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