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Subject: City\_Flying Tactic For NOD

Posted by [neueziel2](#) on Wed, 15 Dec 2004 19:13:55 GMT

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t1000n1My favorite tactic costs 2300 but it works all the time. First of all you get a sbh, nuke and apache. Drive over the wf and let the agt blow up your apache and you fall on top of wf where agt can't shoot you. Then you blame the stupid lag for getting you killed by agt. Wait a few, then nuke closer to the back so they think maybe someone is nuking below..in the usual spot. By the time they figure out where it is its too late. I have used this tactic lots of times and it always did work. I have never seen anyone use this before (I started using it about a year ago). And if your gdi you just drive your orca lower to the ground by the building hand side, drive on side of hand away from ob, then drive and park behind ob, get out, c4 it and get back in orca to defend or shoot ob (not the better of the two strategies but works about 40-60 % of time for me.

Haha, that's awesome. I'm gonna go try that right now

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