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Subject: City\_Flying/City Tactics

Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 08:51:58 GMT

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I have got a few tactics for City\_Flying & City that I have collected while playing the game:

Nod

An easy way to help your team with points and stop rushes is to destroy the GDI weapons factory. All you have to do this is to:

1) Get a vehicle (I usually use a buggy for speed) & a Hotwire or a character with a nuke beacon now head out your base and on the left you will see an opening on the left this leads to the GDI base.

2) All you have to do is just keep going past the big building and you will end up near the weapons factory.

3) Now get out plant the beacon or place your C4 on the MCT.

4) If you planted a beacon you should defend it the buggy vehicle would help defend it but when planting a beacon be careful the vehicle be careful that your vehicle is not stolen.

Using the same strategy as before you can destroy a total of 3 buildings in a row if there are more than 1 vehicle and person to do this:

1) Now as before get a vehicle now head out your base and on the left you will see the opening to the GDI base.

2) All you have to do is just keep going past the big building and you will end up near the weapons factory.

refinery without receiving much damage at all because the Weapons Factory will shield you so now head across to the left side of the refinery and enter through the back.

4) Another can follow and carry on past the back of the refinery to get to the power plant and place the C4 or beacon.

5) Now all that is left if for you to place your C4 or plant your beacon inside the weapons factory.

Now that there base power is down you can go pound there base or if you prefer you can sneak up to the building and plant a beacon. Now there is another way to get to the power plant and make quick work of GDI:

1) Buy a flying transport and become either a technician with your C4 or a good anti-infantry character with a beacon and fly to the pp side of the enemy base.

2) Now stop at the tower. Get as low to the ground as possible.

3) Now fly to the pp without turning or stopping (the AGT wont do enough damage to kill you) now park the transport helicopter in the back.

4) Place the beacon and get ready for a fight to defend it or go inside and blow up the MCT.

NOTE: Always wait until your timed C4 goes off before detonating the remote C4. You get more damage done this way.

You will have disabled their base defences and doubled their purchase costs making for a quick victory. But be warned this strategy works both ways. Now that there are no base defences you can head back to repair and you can go pound the base.

There is another strategy that both GDI and NOD share this is another way of taking out the power plant by using just a infantry charatcer to do this:

1) Become a technican or good anti-infantry character with a beacon.

2) Head out your base and wait until you see the GDI harvester leaving the tiberum field and returning to base now go and run alongside the right of the harvester.

3) Now keep by it until you reach the power plant. Then make a dash to the right and run into the back of the power plant.

4) From here you should know what to do place your C4 on the MCT or plant your beacon and protect it from being disarmed.

In that stratergy timing is everything!!!

I will get the GDI stratergies typed up but there pretty much the same and there are a lot more stratergies around so keep looking.

-Sk8rRIMuk

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