

---

Subject: City\_Flying/City Tactics

Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 10:03:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

O.K. and hears the GDI strategies for the map remember there are more strategies than I am listing here:

GDI

Now to make quick work of NOD you can destroy there powerplant. To destroy the power plant:

- 1) Buy a flying transport and become either a hotwire with her 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 Obelisk wont do enough damage to kill you) now park the transport helicopter in the back.
- 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.

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

There is another way to take out the power plant using infantry units to do this:

- 1) Become a hotwire or good anti-infantry character.
- 2) Head out your base and wait until you see the NOD harvester leaving the tiberum field and returning to the NOD base now go and run alongside the right of the harvester.
- 3) Now keep close to it [without getting run over] 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 all your C4 on the MCT or plant your beacon and protect it from being disarmed.

to do this:

- 1) Head straight from your base to the tunnel nearest the obelisk then walk along the left wall till you are nearly at the edge.
- 2) Now you can make a dash for the obelisk 9 times out of 10 this works for an experienced player.

3) Then plant your beacon or go around and plant the C4 on the MCT.

NOTE: To avoid almost certain death (or cheating using the Ob Walk) you should be a very strong character that could withstand an obelisk beam.

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

Overall

Sniper Locations:

The entrance/exit of the 2 centre buildings and the upstairs space of both the centre buildings are good sniper spots. Also if there is a pesky sniper in the upstairs space of one the building go up

opponents base defences have been taken out you also can man the space in the upstairs of the buildings near the insides of there bases and its like shooting fish in a barrel from then on. It is

Approach for a Rush:

If you are going to rush the base it would be best to use the bridge to get to the your opponents base as the infantry are less likely to see you and warn there side if you are GDI its worth taking out the turrets first as they can become a big pain.

Other tactics:

It is easy to step on a mine in the buildings near the centre that people laid while you were somewhere else, so be on the lookout. Also if you are in a tank shoot at the sniper spots this helps infantry rush across to attack the others base as both bases are venerable to infantry attack.

---