
Subject: Re: how to bomb da gdi base on walls flying

Posted by [Dover](#) on Tue, 06 Feb 2007 11:53:11 GMT

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Zombieguy wrote on Thu, 01 February 2007 10:36Dude man, that strategy sounds workable...but only in theory. There is always a Havoc on the bankments on top of the GDI wall and the Chinook is a slow ass king size bed.

I once did that...only once and I never did that again. I was a SBH and had my nuke beacon and rushed the GDI base in my chinook and tried to land on the WF. I was shot down. the Chinook lost armor like water.

It would be easier to sculpt marble with your forehead than make this strategy work. The tactic fails at every turn:

- Using the rofcopter

- Abandoning your base when "GDI is on the offensive"

- Trying a solo-rush

- Assuming that you can get there, land, plant your nuke, get in again, fly back, buy another nuke, and come back all without getting shot down, killed, discovered, or having your transport stolen.

- Wasting the vech limit and credits when there are so many better uses for both on

C&C_Walls_Flying

- Being extremely cost prohibitive (\$900 for rofcopter + 2x\$1000 for two nukes, + \$0-\$1000 for the character being used, comes between \$2900 and \$3900, almost the price of a 5-man flametank rush)

- Having no assurance of sucess, unless you're playing against a team of blind autistic six year old children that are in comas.

On a positive note, I was running out of toilet paper, so I'll be sure to print plenty of copies of this strat.
