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Subject: City\_Flying/City Tactics

Posted by [tanhm07](#) on Wed, 05 Mar 2003 09:26:41 GMT

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Griever92great tactics, but they are old and people are catching onto them

i agree. This tactics are getting pretty old.

By destroying the wf, all the gdi would change into infantry and Nod would be dealing with sydney's, mobuis, havocs etc. Now you might say that GDI do not have any armour to get points for them but you forgot that Nod has the harvy. GDI would just have to keep attacking the harvy with their syds and mobiuses and they would have a stable point gain. Nod might have armour advantage over GDI, but with GDI using syds and mobuises, what's the chance of a light tank getting out alive if they run into 2 syds or 2 mobiuses?

The havoc's ramjet is a very good point getter. It gets 10 points for every hit on light, flame and meduim tanks, 8 points for apcs and the harvy, 12 for hummers, buggies, arts and mrls, 12 for mammies and 22 for stanks. A havoc would just have to get 10 hits on a light, flamer or med and he would have gotten 100 points. that's very easy if nod has the field. 10 hits on a stank and he would have 220 points!! The best way of cripling a team is to get the ref or pp at an early stage, or destroying the barracks/hon BEFORE destroying the Weaps/strip.

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