
Subject: Glacier Flying tactics.

Posted by [KIRBY098](#) on Wed, 05 Mar 2003 17:11:02 GMT

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Two of my favorites.....

Beaconing the end of the airstrip from the tunnel

Getting into the Hand Of Nod from the left entrance without being hit.

I have trouble not getting killed when I try to infiltrate GDI behind the weapons factory.

I also like to nail the Barracks early, but nowadays, there are always people waiting with Hotwires, and 1,000 mines. A good tactic for defeating this, is to have two engineers go together, and one heal the other as the mines go off. that way you don't have to spend forever to defuse mines while being picked off.

A well placed Havoc/Sakura can ruin the day of just about any aircraft in the field without being crushed, due to the tunnel entrances protection.

I like to get the weapons factory from above via the ramps up there. by the time GDI realizes where the Nuclear Weapon really is, it's FAR too late.

I really love this map. I wish it was on servers more.
