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Subject: Glacier Flying tactics.

Posted by [BgMcLarge](#) on Sun, 16 Mar 2003 07:09:50 GMT

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On GDI you can:

Hit the ref from the GDI bridge (through the snow tunnel in front of Nod bridge) I like to take a med tank and switch between hammering the airstrip/ref to keep the Nod techs busy.

Tank rush the Ob from far right, but stay out of its reach. It helps to have Med tanks (good splash damage to kill engs - aim as low as possible) and engr assistance. Also you can destroy the Nod harv easily here (always a good thing)

If the server allows Ob walking then any building is reachable...esp. the power plant.

Defensively - mine the ref tunnel entrance good AND the wall path that Nod can get to ref from the tib field.

Nod likes to stank/flame rush the pp so watch out for that.

Snipe from behind crates at end of airstrip, move along wall to junkpile too.

Since the Nod power plant is never mined, you can easily APC rush from far right. An alternative is to APC rush but drive behind pp, plant ion, repair APC and cover the ion.

Ion the ref is easy. Get there either from far right (hug the left wall to stay away from Ob shot) OR when you're on Nod bridge enter the tunnel behind ref. Don't forget to crouch so Ob doesn't hit you. Also I think you can ion the ref from that tunnel, but I'm not sure.

If you have good sniper cover plant an ion at end of airstrip (via the far-left tunnel or bridge-left tunnel).

If you're on Nod:

Stank rush the pp. Don't forget to destroy that turret behind pp to help sbh sneaking around.

Flame rush the pp. Load engs in flames too, hopefully 1 will have a nuke. Destroy the turret first if you have engs so they don't get shot up (or if the engr is smart they will place themselves close to turret or behind tank) It doesn't take more than a couple flames, I've seen 2 work fine.

If you get a tank or ravesaw on the GDI bridge, take out that turret between barracks and wep. fact. It will allow a sbh to nuke the wep. fact.

Punish GDI for point-whoring your airstrip. They like to do that and they deserve your onslaught. Try to take control of GDI's bridge, it's fairly easy to do and really kills GDI's offense. Snipers and Ravesaw's work good for this.

From under the left side of GDI's bridge is a tunnel to far-left of GDI's base. If the turret between

W.F. and Bar. is gone, take a SBH+nuke through tunnel, hug left wall. Take the left fork. When the tunnel ends you will have to make a MAD dash for the W.F. You can either run along the wall or straight to W.F. If you use 3rd person view you can peek around the corner and see if the coast is clear too. Once behind the structure you can go up the wall/tunnel ramp (duck for AGT can hit you) and crouch-walk all the way to top of W.F. and plant nuke. You can also drop top of W.F. to back sloping ledge. Either way the weapons factory is toast, GDI never can disarm those nukes.

If you have control of GDI's bridge, take a SBH+nuke to the bridge's doorway to side of barracks. Crawl through the doorway and down stairs. Plant along side of bldg, I like to plant behind the pillar of the ramps to top. Recloak and defend that sucker.

Comanche's are very powerfull if GDI doesn't have snipers (or poor snipers).

Snipers are, like always, very powerfull for both sides. Am I the only person who can write more than 2 sentance replys?

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