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Subject: City\_Flying/City Tactics  
Posted by [SencneS](#) on Wed, 19 Mar 2003 01:52:36 GMT  
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Sk8rRIMuk

I've got tactics for all westwood maps. And some for other custom maps. I always looked for the alternative then the standard. It's what give anyone an edge over the game. A lot of attempts and tries when into all the maps to make tactics that where off the wall and not even considered.

Even newer maps like mesa.. Did you know that if you get in a Buggy with a sbh and a nuke you can take out the barricks it works about 50/50 depending on when you go.

Mesa:- NOD

Buggy, SBH, NUKE. Drive into the tib field and drive stright for the GDI entrance, make it to the otherside and around to the barricks. You think.. oh so what. The buggy will die because the AGT will kill it... HOWEVER you will not even get a hit if you run for the barricks. If anyone looks around the back they see nothing and think you died because of the AGT.

This doesn't work on large games because usually the entrance is blocked with tanks and stuff. But it's a classic for a clan game. You can even bring a friend that's nice as well.

Mesa:- GDI

We've all see a Med, Stank, Light, Hummer, Buggy, even a mobart in between the two refs where the walls are.. But you can get a mammy over there. I've done it a couple of time. But it's so slow getting there it's no point. For those of you who know how to get a med tank up there you know to use the right hand side of the walls to get up there. Manuver the Mammy the same as you would a mtank. Now there is a point where the mammy will get stuck leveled out, on the wall.. You can't move anywhere. Really easy once you get to that stage.. Shoot at the ground with secondary fire. Not the ground where you want to go but the ground you came from. You guessed it, We all know the mammy's fire has recoil. The fire pushes you over the other side of the wall.

The good part here is you can shoot at the ref and pretty much anything up there in the mammy from complete protection of the AGT. The mammy's range is better then an mtanks. The bad part is.. not very much manuvering allowed. You get a bunch of Rave's and LaserChain guns and your screwed.

SencneS

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