
Subject: City_Flying Tactic For NOD

Posted by [codeman](#) on Tue, 14 Sep 2004 03:50:24 GMT

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I was practicing this tactic with some friends, and it worked 3/5 times.

First, get your members organized.

You need the following:

2-4 snipers/ramjetters

1 Technician

1 SBH Guy w/ a Nuke Beacon heavily covered in proximity mines

1 Heavily Armored Unit such as rocket officer/chaingun sbh

1 Transport chopper piloted by technician

1 Apache Chopper

Have the apache ready to go, and a pilot. Get everyone to load up into the transport chopper, and get the apache to fly ahead and take out any units on top of the large buildings outside of the base, then fly in with the transport chopper and land on a building outside of the base. Drop off a sniper or two, then fly to the next building, and drop off another sniper. Now, take your heavily armored unit and sbh guy, and land them on top of a GDI building. Have the armored unit run into the agt and bomb it.

Have the SBH plant the beacon on top of the building in sight of the snipers. Now, you should have the beacon planted, and having the snipers on the buildings pick off anyone who compromises the beacon.

Get the engineer to land the chopper and repair it, then fly in and pick up the SBH and other unit if they are still alive. Once the nuke beacon is safe, and you know its going to be ok, fly up and get the snipers from the roof tops, and get them back to base safely.

So, recap:

Get 2-4 snipers

Get a transport chopper and a technician to fly it

Get a sbh w/ a nuke beacon and cover him in proximity mines

Get a chaingun black hand

Get a apache and someone to fly it

1. Have the apache escort the transport chopper into the GDI base and have him clear out any hostiles on top of the buildings.

2. Land a sniper or two on each large building.

3. Fly down and drop the SBH and chaingun black hand off on top of a building.

4. Get the SBH to plant the beacon, and the chaingun dude to take out any hostiles and attack/bomb the AGT. Have the snipers cover the beacon.

5. Land the chopper, and repair it while SBH is planting beacon.

6. Once the beacon is safe, and teh nuke is about to hit, fly in and pick up the snipers, and get them back to base.

Sure you lose a guy or two, but its an effective way to take out a building. The sbh covered in mines is like an invisible walking proximity nuke. After a while, the mines stuck to him will turn invisible also. ilf the sbh dies, he will be near the beacon, and no one will be able to get close to where his body was without blowing up or getting sniped. The guy rushing the agt will not only distract it, but also make GDI panic, and focus on repairing it, instead of looking out for SBH nukers. Its a pretty fool proof plan, unless your apache escort screws up and misses someone, or if the agt shoots u down. Anyways, feel free to use this strategy. Its pretty simple if you can get your team to co operate.

Subject: City_Flying Tactic For NOD
Posted by [spoonyrat](#) on Tue, 14 Sep 2004 04:00:10 GMT
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Waste of time...

Best tactic for nod is 1 apache, light tanks, sakuras.

Subject: City_Flying Tactic For NOD
Posted by [SuperTech](#) on Wed, 15 Sep 2004 00:08:42 GMT
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A minimum of 7 people need to all work together to make this complex tactic happen? Get real! You're assuming that no snipers will be on the bridge. If they are on the bridge, your transport and apache will be toasted.

A easier and more effective tactic would be a massive stank rush or an APC carries a sniper, SBH and tech to PP and they cover the nuke with sniper and APC while tech goes for MCT.

Subject: City_Flying Tactic For NOD
Posted by [csskiller](#) on Wed, 15 Sep 2004 02:20:55 GMT
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It would make more sense for the sniper and the sbh to nuke the pp then the apc drives to the ref with the tech and the tech (hopefully) will blow up the ref. While the Sbh is nuking. 2 buildings with one rush not easily done but very effective.

Subject: City_Flying Tactic For NOD
Posted by [flyingfox](#) on Wed, 15 Sep 2004 20:47:50 GMT
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If you can pull off that complex strategy (first post) without having it royally screwed, then it's probably easy to solo nuke the team you're up against.

Good teamwork though

Subject: City_Flying Tactic For NOD
Posted by [xm8gunner](#) on Tue, 12 Oct 2004 19:02:12 GMT
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i think thtas an awsome plan theormatically... but i thinkt he helicopter could get shot down the snipers would be seen and killed and you m ight enver even get to drop the people at the last buidling also getting about 8 people to work together is impossible unless u have 8 friends that play

Subject: City_Flying Tactic For NOD
Posted by [Ripintou](#) on Fri, 15 Oct 2004 05:16:30 GMT
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That is the most complicated method I've ever read. There are many much easier ways for a SBH with a nuke to get onto the GDI base in City Flying and still have a very high success rate of the nuke going off - depending on your experience of where to place the nukes. I have a very high success rate. I usually spend more time on the GDI base as a SBH w/nuke than I do spend time on Nod base (even in a 40+ player game). it's all about timing & patience

Subject: City_Flying Tactic For NOD
Posted by [GoArmy44](#) on Sun, 17 Oct 2004 02:18:20 GMT
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i only have to read the first paragraph to tell you that is way too complicated... i dont know how you would ever get enough teamwork to pull that off

Subject: City_Flying Tactic For NOD

Posted by [SuperMidget](#) on Fri, 26 Nov 2004 17:24:25 GMT

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A chaingun/rocket officer will die before it gets 10 yards of the frigging agt door.

Subject: City_Flying Tactic For NOD

Posted by [t1000n1](#) on Tue, 30 Nov 2004 20:58:33 GMT

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My favorite tactic costs 2300 but it works all the time. First of all you get a sbh, nuke and apache. Drive over the wf and let the agt blow up your apache and you fall on top of wf where agt can't shoot you. Then you blame the stupid lag for getting you killed by agt. Wait a few, then nuke closer to the back so they think maybe someone is nuking below..in the usual spot. By the time they figure out where it is its too late. I have used this tactic lots of times and it always did work. I have never seen anyone use this before (I started using it about a year ago). And if your gdi you just drive your orca lower to the ground by the building hand side, drive on side of hand away from ob, then drive and park behind ob, get out, c4 it and get back in orca to defend or shoot ob (not the better of the two strategies but works about 40-60 % of time for me.

Subject: City_Flying Tactic For NOD

Posted by [SuperTech](#) on Wed, 08 Dec 2004 17:21:07 GMT

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Ahhhhhhhhhhhhhhhh...that's how that one SBH got on top of the WF! Very sneaky, I have seen the light. I'll have to try that out sometime.

Subject: City_Flying Tactic For NOD

Posted by [karmai](#) on Thu, 09 Dec 2004 13:55:11 GMT

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Dude thats fucking retarded, transport helicopter? lol.

Subject: City_Flying Tactic For NOD

Posted by [Hulkcore](#) on Tue, 14 Dec 2004 04:01:47 GMT

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A easier and more effective tactic would be a massive stank rush or an APC carries a sniper, SBH and tech to PP and they cover the nuke with sniper and APC while tech goes for MCT.

Why use SBH when you have a tech and sniper with you? They're already gonna see everyone anyway? Just get a mendoza/laser chaingunner/sak if you're planning on being seen anyway.

Subject: City_Flying Tactic For NOD
Posted by [karmai](#) on Tue, 14 Dec 2004 17:05:28 GMT
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NOD = 1 apachee, a few light tanks, and a sakura, the sniper could either get a light tank or an apc when he has enough money. You can't win on city flying without an orca/apachee.... You guys just don't understand how to use them effectively.

You win games on ren with tanks/heli's.... not infrantry.

Don't waste your money on a mendoza, you wont do anything but die with it.
1 med you = dead.

1 orca you = dead.

Atleast get a rave in it so you can be effective frmo more than 10 feet away if you are determined to try something besides the usual tech.

Subject: City_Flying Tactic For NOD
Posted by [neueziel2](#) on Wed, 15 Dec 2004 19:13:55 GMT
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Haha, that's awesome. I'm gonna go try that right now

Subject: City_Flying Tactic For NOD
Posted by [HELLBILLY DELUXE](#) on Wed, 15 Dec 2004 19:43:44 GMT
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laddernubs

Subject: City_Flying Tactic For NOD
Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 23:17:32 GMT
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Remember, it's Nod, not NOD.

Subject: City_Flying Tactic For NOD
Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 14:53:57 GMT
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thats so fucking true!
