
Subject: Real City flying tactics...NOD

Posted by [karmai](#) on Tue, 14 Dec 2004 17:24:56 GMT

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I've been reading your posts on how you believe you will win games on city flying... You're completely wrong.

For 4v4's and maybe 5v5's.

In games 3v3 and bigger it is a good idea to start out with soldiers and maybe 1 or 2 engis on nod (depending on what you like), I would say just defend your harvy with the shooters, and go attack GDI's with engis.

The money box's on this map are very important, because they can have 200 credits inside (which is very useful), 100 credits, or ammo refill (which you can use to put even more c4 on GDI's harvy). If you lost your harvy, and GDI got theirs, you are in a very bad way. GDI will have an orca, meds, and probably a sniper before you can afford anything.. Which is GG right there. So I would start pulling desperate moves, hoping you can pull something off to turn the game around (gdi is the domant side on this map once they have the field). Buggy rushes are always an option, or a remote rush to the powerplant with an apc, maybe you can catch them off gaurd and destroy something. If you don't the game is pretty much over. You could also stay in base, and save up for tanks.

If you both got your harvy's, NOD has a good chance. 1 apachee, 2 light tanks, and a sniper on the bridge is a very good option. Another good place for the sniper is in the little box by nod tunnels (where the spawn 500 is sometimes found). Stay safe until you can afford either a light tank or an apc. Use the sniper to fight off other snipers, and orca's. You can also shoot med tanks for alot of points with the sniper if orcas or other snipers aren't in the field. The apachee is what you use to fight off med tanks, and other orca's. Maybe even snipers if you can get close enough. But the apachee needs to stay alive, it is a good idea to make sure you know where the sniper is before the apachee flies out, so you dont get owned.

Control the field with this, you have a good chance of winning the game. If you kill the orca, the game is more than likely over. You can also rush and get in gdi's base very easily on nod.

If You get your harvy, and gdi doesn't get theirs. You can do many more options.

2 artys with techs over the bridge is a good idea. May seem like suicide, but they wont have enough money for anything to take you out with... You will probably kill the ref or wepons.

Or you can get stanks, and rush right into their base, it isn't as assured to win as the artys, but it is always fun.

The third option is probably the smartest, just control the field with light tanks, apachee, and sak so that gdi will have a hard time taking it from you.

City flying is one of my least favorite maps to play, but this strategy is much better than some of the shit you guys have been witting (transport heli's/mendoza's/ other retarded things), try it.

Oh yeah, and spoony feel free to correct me you always pwn us on this map

Subject: Real City flying tactics...NOD

Posted by [Spoony_old](#) on Tue, 14 Dec 2004 17:56:06 GMT

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That's actually a good summary.

2v2: start by getting 1 apache 1 sakura. When you can afford it get a technician for the apache and a light tank for the Sakura.

3v3: 1 apache/tech, 1 light/sakura or APC/sakura, 1 light/technician

4v4: 1 apache/tech, 1 light/sakura, 1 light/technician, 1 light/raveshaw

Subject: Real City flying tactics...NOD

Posted by [karmai](#) on Tue, 14 Dec 2004 22:26:18 GMT

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You are the only person I have ever seen use a light tank + rav.

When we played XSR on field, I said in ts : kill4u is spoony, he's the only person to use a light + rav like that

Subject: Real City flying tactics...NOD

Posted by [Spoony_old](#) on Wed, 15 Dec 2004 00:13:26 GMT

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A few people use them, but no one uses them like I can.

Subject: Real City flying tactics...NOD

Posted by [HELLBILLY DELUXE](#) on Wed, 15 Dec 2004 13:47:54 GMT

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Quote:2v2: start by getting 1 apache 1 sakura. When you can afford it get a technician for the apache and a light tank for the Sakura.

stank sak > light sak

Subject: Real City flying tactics...NOD

Posted by [karmai](#) on Wed, 15 Dec 2004 14:03:03 GMT

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What if you run into a med? :rolleyes:

Stank costs another 300 credits? Orca will have pwned you by then, or GDI's APC + sniper :rolleyes:

Subject: Real City flying tactics...NOD

Posted by [HELLBILLY DELUXE](#) on Wed, 15 Dec 2004 14:47:10 GMT

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Thats y u get the sak fist...gdi has the upper hand at beginning anyway.

What if a med tank comes u ask me? Well the Apache in your team will kill it while the sak kills the orca.

Actually the Stank has 2 disadvantages and 2 advantages in comparison with the LT.

Pros:

- Stank is a serious threat to buildings (for exemple if youre hitting the barrax and the apache is hovering above u GDI got some serious trouble. Either they have to kill the Stank and the Apache b4 the building is dead, which can be a problem since apc doesnt do much damage and the orca has major problems fighting the 2 of em. If you can't kill em in time 1 person has to save the building, which is quite nice for Nod too.

- Stank Sakura can pop out anywhere, which makes it even a bigger threat to Orcas

Cons:

- It costs 300 more.

- If has 200 HP less. It doesn't really count since the damage it deals is more as well...

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Posted by [Spoony_old](#) on Wed, 15 Dec 2004 18:31:41 GMT

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Unless you get extremely lucky with boxes and harv fights, saving for a stank is generally a no-no.

This is more me than anyone else, but sakuras aren't strictly necessary when I have a light

Subject: Real City flying tactics...NOD

Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 23:18:02 GMT

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Remember, it's Nod, not NOD.

Subject: Real City flying tactics...NOD

Posted by [karmai](#) on Thu, 16 Dec 2004 00:25:00 GMT

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um, ok. It's nod, NOD, Nod,nOd, noD. It's nod any way I spell it, I don't think anybody will have a hard time understanding me.

Subject: Real City flying tactics...NOD

Posted by [IceSword7](#) on Thu, 16 Dec 2004 04:10:40 GMT

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Stanks give away to many points

Light tanks alone with out saks are the way to go
shoot down those orcas spoony/usmi style.

Subject: Real City flying tactics...NOD

Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 14:53:14 GMT

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AircraftkillerRemember, it's Nod, not NOD.

^

IceSword7Stanks give away to many points

Light tanks alone with out saks are the way to go
shoot down those orcas spoony/usmi style.
ya if u play vs ppl like darkoli..

Subject: Real City flying tactics...NOD

Posted by [karmai](#) on Thu, 16 Dec 2004 17:34:31 GMT

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:rolleyes:

Subject: Real City flying tactics...NOD

Posted by [Spoony_old](#) on Thu, 16 Dec 2004 17:58:38 GMT

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HELLBILLY DELUXEAircraftkillerRemember, it's Nod, not NOD.

^

IceSword7Stanks give away to many points

Light tanks alone with out saks are the way to go
shoot down those orcas spoony/usmi style.
ya if u play vs ppl like darkoli..
and soul...

Subject: Real City flying tactics...NOD

Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 18:21:51 GMT

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I wouldn't name those 2 in the same context..

Subject: Real City flying tactics...NOD
Posted by [IceSword7](#) on Fri, 17 Dec 2004 00:20:01 GMT
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nah anyone could shoot an orca out of the sky no matter who the driver is.

Just depends on if the light driver is having a good day and what map its on. Lights own orcas under the bridge on city flying

Homey shot me out of the sky once on walls flying and usmi did it on city fly...or he almost did...

Subject: Real City flying tactics...NOD
Posted by [karmai](#) on Fri, 17 Dec 2004 03:34:56 GMT
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Some people have more " on days " than others.

Subject: Real City flying tactics...NOD
Posted by [Spoony_old](#) on Fri, 17 Dec 2004 05:52:42 GMT
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HELLBILLY DELUXE! wouldn't name those 2 in the same context.. You're right, darkoli does occasionally have games where he has a small effect on gameplay, soul doesn't...

Subject: Real City flying tactics...NOD
Posted by [HELLBILLY DELUXE](#) on Fri, 17 Dec 2004 14:22:09 GMT
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Get Darkoli in LIGHT then, spoon - he would have the same reputation as Patch. Btw: A smart orca pilot doesn't go UNDER the bridge.

Subject: Real City flying tactics...NOD
Posted by [Jaspah](#) on Fri, 17 Dec 2004 16:12:17 GMT
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A smart pilot wouldn't go under the bridge? Wtf? Almost every Sakura/Havoc is usually on top of

the bridge. Why the fuck wouldn't you not want to fly under the bridge? Flying over it is just fucking stupid. :rolleyes:

Subject: Real City flying tactics...NOD
Posted by [HELLBILLY DELUXE](#) on Fri, 17 Dec 2004 17:18:44 GMT
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While you're fighting a light you moron.

Subject: Real City flying tactics...NOD
Posted by [Spoon_y_old](#) on Fri, 17 Dec 2004 18:53:15 GMT
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HELLBILLY DELUXE Get Darkoli in LIGHT then, spoon - he would have the same reputation as Patch.

- 1- Patch has a good reputation, though he may not be at his "skill prime" now, everyone respects him because he's such a cool guy, not because he was uber leet or whatever back in the day (how the fuck would I know anyway?)
- 2- if I were to make a list of players who would never, ever be allowed to join LIGHT, Darkoli would be... oh, at least in the top seven
- 3- and, who are you again?

Subject: Real City flying tactics...NOD
Posted by [HELLBILLY DELUXE](#) on Fri, 17 Dec 2004 19:16:47 GMT
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Some gse nub from gZ.

Subject: Real City flying tactics...NOD
Posted by [Nightma12](#) on Fri, 17 Dec 2004 21:38:01 GMT
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Aircraftkiller Remember, it's Nod, not NOD.

we will spell it however the fuck we like :rolleyes:

Subject: Real City flying tactics...NOD
Posted by [IceSword7](#) on Fri, 17 Dec 2004 23:13:57 GMT
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Actuallyi fly under all the time the light tank cant kill an orca in one hit and half the time the light cant hit the orca at all.

If you were in danger you could usually get away to the top of the bridge pretty easily

Subject: Real City flying tactics...NOD

Posted by [JPNOD](#) on Fri, 17 Dec 2004 23:49:33 GMT

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I remember aht shooting me down when he was a arty, and i a orca in a training clanner. He was teched thoug but still
i got teh pwned

Subject: Real City flying tactics...NOD

Posted by [Spoony_old](#) on Fri, 17 Dec 2004 23:52:46 GMT

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When was that?

In the last month or so Aht (and raac and remek) have gotten so good it's unbelievable

Subject: Real City flying tactics...NOD

Posted by [JPNOD](#) on Sat, 18 Dec 2004 19:43:30 GMT

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SpoonyWhen was that?

In the last month or so Aht (and raac and remek) have gotten so good it's unbelievable

I think it was like 2 month's ago.

And yes they did improve alot

wait till raac3 gets his new comp to

Subject: Real City flying tactics...NOD

Posted by [BiGPooloG.](#) on Sun, 02 Jan 2005 08:08:29 GMT

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AircraftkillerRemember, it's Nod, not NOD.

And it's Fag not FAG
