

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 02:08:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On the air city map I found an easy way to put the enemies guard/obelisk tower out of action. Get a transport chopper and fly to the right side of the oppositions base you can hide behind one of the buildings without getting hit by the obelisk/guard tower. Once you get there you can fly behind the power plant. You may be hit once by the tower but it won't destroy you're chopper. Land behind the power plant and run in to destroy it, with C4 or an Ion/Nuclear beacon. Then just defend yourself till its blown and you can escape in you're chopper. You can also fly behind the power plant and keep going and blow up the building next door instead.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 02:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good Find luke

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 02:14:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great. You can also land on the top of the office blocks with an Apache/Orca and attack the AGT/Obl. OR even drop some tops on the top of the office blocks and they can attack them with out getting hit.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 02:16:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GDI's PP is way too easy to take, a Chinook can dodge AGT fire pretty well, simply start out at medium height and lower yourself as you go.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 03:01:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NO DUH YOU NOTICED? These aren't tactics it's commen since.

---

---

Subject: Take out the power on the air city map!

---

Posted by [Anonymous](#) on Tue, 23 Apr 2002 05:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Actually according to an online dictionary:Tactic: An expedient for achieving a goal; a maneuver.What I described was a maneuver so therefore a tactic. Although it could not have been devised without common sense.

---

Subject: Take out the power on the air city map!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 06:17:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What about the 6 to 8 proxy C4s placed at each power plant door? I was in the situation twice last night and ended up getting two free Chinooks out of it. Unfortunately, not everyone knows how and where to properly place proxy C4 on that map. The power plant is probably the number one C4 raid target, whereas the barracks is probably the last target. At the beginning of the game, I usually put 5 mines at the back 3 entrances (2 doors on power plant, 1 on refinery), the back entrance to the weapons factory (or Hand of Nod), and the AGT/Obelisk. The remaining 5 mines usually go to the power plant. That way in case a bunch of Engineers go raid the enemy base and use remote C4, the power plant will still have proxy c4 place in it.For this map, I really wish we could use more proxy C4. quote:Originally posted by Lukerd:On the air city map I found an easy way to put the enemies guard/obelisk tower out of action.Get a transport chopper and fly to the right side of the oppositions base you can hide behind one of the buildings without getting hit by the obelisk/guard tower. Once you get there you can fly behind the power plant. You may be hit once by the tower but it won't destroy you're chopper. Land behind the power plant and run in to destroy it, with C4 or an Ion/Nuclear beacon.Then just defend yourself till its blown and you can escape in you're chopper. You can also fly behind the power plant and keep going and blow up the building next door instead.

---

Subject: Take out the power on the air city map!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 06:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

just don't put c4 on the door or on the ceiling or walls around the door! I swear i saw this guy put it there and i asked "What would happen if the chinok landed near there" sure enuf a chinok landed all the c4 blew and engys got in unharmed. Good thing i ploped a few remote c4 around mct

---

Subject: Take out the power on the air city map!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 06:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If I have time, I also like to place them on the bottom of that console thing in the middle of the power plant room.. opposite of the MCT. That way incoming engineers run in and set those off as they get near the MCT. The ones at the door (just far enough away to avoid vehicle explosion) usually do the trick unless the chinook was loaded with engineers. quote:Originally posted by

Mikeon:just don't put c4 on the door or on the ceiling or walls around the door! I swear i saw this guy put it there and i asked "What would happen if the chinok landed near there" sure enuf a chinok landed all the c4 blew and engys got in unharmed. Good thing i ploped a few remote c4 around mct

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 07:06:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok then take a couple of engineers and a few fighting units. Then the engineers can disarm the mines while being defended by the fighting units.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 08:33:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

my favorite strategy is this, grab a beacon and a stealth black hand, walk over to the wall by GDI's harvester than in between the wall and the harv walk beside the harv and it will block the AGT. than when the timing is right, run beside the pp or inside the refinery, set your beacon and kablammo, this is especially well if they are attacking you and there is not much D.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 08:34:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote: just don't put c4 on the door or on the ceiling or walls around the door! I swear i saw this guy put it there and i asked "What would happen if the chinok landed near there" sure enuf a chinok landed all the c4 blew and engys got in unharmed. Good thing i ploped a few remote c4 around mct Yea, I often see, for example, the barracks mined not where the doors are, but where the two sandbags meet. I always figured that if the enemy came with an APC, they could just run over the mines so the APC takes the damage, while what's inside gets out unharmed. I'd say that all Hotwires should know this.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 09:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Talking about tactics this is my favorit place in the city flying map if i'm nod.  
<http://www10.brinkster.com/dmc2002/screenshot173.jpg> Just waiting on the big enemy building stealth offcourse to steal a heli.Normally i would leave my apache on the roof so some gdi thinks hey an apache and lands his orca on the roof. So i takes his orca and he takes my apache. Nice Trade Isn't it.But it's better to leave a c4 on your heli. And wait for someone to repair his

orca.Second one still the funniest one. Look at the picture.  
<http://www10.brinkster.com/dmc2002/screenshot265.jpg> On TOP of the tiberium refineryMost of the time this tactic cost 1900 credits. It's just the question if the heli or you can make up there. Just try t sometimes and you can do it to. And yes this is te complex map with heli....Stupid Brinkster Just click this link for the screenshots... <http://www10.brinkster.com/dmc2002/index.htm>[  
April 23, 2002: Message edited by: dmc321 ]

---

---

**Subject: Take out the power on the air city map!**  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 09:53:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chinooks are only good if you can make it to the enemy's base. usually by the time you reach it your Chinook is already banged up. That might work if you were playing Newbies and they didn't know how to defend a base. Whenever you see a Chinook,Chopper,Tank,or Stealth Unit--> take it out, or else it might cost you the game.

---

---

**Subject: Take out the power on the air city map!**  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 09:58:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by ColeP:my favorite strategy is this, grab a beacon and a stealth black hand, walk over to the wall by GDI's harvester than in between the wall and the harv walk beside the harv and it will block the AGT. than when the timing is right, run beside the pp or inside the refinery, set your beacon and kablammo, this is especially well if they are attacking you and there is not much D. If you are walking right in your either playing on servers with less than 10 people or all Noobs. Every time I play City, air or not I get kills on the people who think they are "The First One To Ever be So Smart and Come Up With That Plan"!.

---

---

**Subject: Take out the power on the air city map!**  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:01:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Accurain:GDI's PP is way too easy to take, a Chinook can dodge AGT fire pretty well, simply start out at medium height and lower yourself as you go.I'll be waiting for you. Don't think Patch will mind shootin down your transport. If you servive the crash come on in We'll have hot coffee at the mct, and some nice hot C4 waiting for you all the way there.

---

---

**Subject: Take out the power on the air city map!**  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 14:08:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah except that they'll grab your transport pretty quick. I've done that many times. Plus, as

someone mentioned, the doors are often mined up. What you should at least do is put some remote c4s on ur chopper. That way when u get out, destroy it so the enemy can't get it. I would go slightly up the stairs and plant a nuke because they usually are not mined(tho I always mine them)

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 15:24:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Beacon planting has never been better! Lots of nooks and crannies to plant them in now. I planted a beacon-pedestal. Got back into Orca on roof of HON (very cool, like covert ops or something). Tech came to disarm. Lowered altitude so I could see him in the windows.....OPENED FIRE!!!! Blasted him apart! Reminded me of True Lies when Arnold Schwarzenegger blasted the floor on that sky sc\*\*\*\*r. Best maneuver EVER!

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Wed, 24 Apr 2002 01:33:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's nice to land on top of the refinery nobody will get that beacon disarmed. And that's not the top you can walk to. Just see it... <http://www10.brinkster.com/dmc2002/index.htm> Normally i just fly on top of a building drop my beacon and defend it. But this will keep you laugh seeing other people trying to land on top of the refinery to disarm it.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Wed, 24 Apr 2002 06:57:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Lukerd:On the air city map I found an easy way to put the enemies guard/obelisk tower out of action. Get a transport chopper and fly to the right side of the oppositions base you can hide behind one of the buildings without getting hit by the obelisk/guard tower. Once you get there you can fly behind the power plant. You may be hit once by the tower but it won't destroy your chopper. Land behind the power plant and run in to destroy it, with C4 or an Ion/Nuclear beacon. Then just defend yourself till it's blown and you can escape in your chopper. You can also fly behind the power plant and keep going and blow up the building next door instead. It is good to destroy the power plant first then all of their stuff costs double too

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by ColeP:my favorite strategy is this, grab a beacon and a stealth black

---

hand, walk over to the wall by GDI's harvester than in between the wall and the harv walk beside the harv and it will block the AGT. than when the timing is right, run beside the pp or inside the refinery, set your beacon and kablammo, this is especially well if they are attacking you and there is not much D.Works good as long as I don't see you and kill you. I think the AGT might still fire some shots at you, and I always pay attention to the AGT when it fires at something I didn't notice at first. Also doesn't work when my team is nonexistent and our harvy is destroyed before it can come back.

---

---

Subject: Take out the power on the air city map!  
Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Anyone who hasnt caught that trick yet is still an obvious noob, its been easy stopping row after row of those heli invasionsAnd as for your idea of bringing people along to help defend, i like to buy a hummer (after ive mined ALL the doors) then ijust patrol the base, the second the people get outta the chopper you just run them over

---