
Subject: Building attack plans per map.

Posted by [Anonymous](#) on Sat, 11 May 2002 10:42:00 GMT

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Here are listed the best ways to attack a building on specified maps.starting with C&C_canyon Nod side.For all buildings is a flame rush a real good plan but there are more then that one.WF: sneak in to the tunnel as a tech and maybe a nother tech engi.take along 2 or more soldiers te encounter with GDI.Defuse any mines on you way and get to the WF.All of you plant the Timed C4 and the engis and techs save the remore for the incoming ppl.Barracks: a stealth soldier and a beacon work best for this one put it behind the wall and guard it with your life.Ref: Same as WF or barracks.GDI tactics:HON: same as Nod tactic for WF.airstrip: go over the tib field and sneak in the the small tunnel that leads to the and of the airstrip.From here sneak behind the containers and into the bunker. stay there untill the coust is clear and plant a beacon near the airstrip.Ref: same as strip but you have to walk a few container more. .More to follow.

Subject: Building attack plans per map.

Posted by [Anonymous](#) on Sat, 11 May 2002 10:54:00 GMT

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nice

Subject: Building attack plans per map.

Posted by [Anonymous](#) on Sat, 11 May 2002 15:49:00 GMT

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canyon doesnt have ramps but can you jump that??tried it once and fyled!

Subject: Building attack plans per map.

Posted by [Anonymous](#) on Sun, 12 May 2002 00:24:00 GMT

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quote: Barracks: a stealth soldier and a beacon work best for this one put it behind the wall and guard it with your life.No, that's a pretty worthless tactic on that map. Put it on the roof instead.
