
Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 03:50:00 GMT
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okies, as Gdi youl need skill to do this, this way nod wont see you comingBuy a Transport heli, fill it up with hotwires, fly to the one of the buildings by the nod base, now by this time, the heli would be destroyed, but you"l still be alive, nowMake your way to the stairs, and jump to the next set of stairs below you, and do the same till your around half way down, or maybe make it all the way havent tryedanyone around half way down, as i said jump, and youl make it to the HON front door, and if theres no mines, just walk on in and blow the thing to high hell, it worked for me, should do for you.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 03:55:00 GMT
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What? i dead when i jump off the stairs.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 04:30:00 GMT
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nope, its all about speed and timing, can assure you itl work.just keep jumping through one set of stairs below you get half way and jump off the stairs of the building, the obelisk shouldnt hit you if you do it right

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:05:00 GMT
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Theres an easier and cheaper way hummer or apc + hotwires or sum1 with nuke city hope for no mines city_flying up ramp + jump through window. Oh and if i saw hotwires jumping all over the ramps on the buildings i doubt i would just ignore them [November 06, 2002, 14:06: Message edited by: vegita246]

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 17:48:00 GMT
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Plus if something goes wrong, the Ob can wipe out 3 hotties with one blast.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 19:09:00 GMT
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Actually, Nod has the overall advantage in City. Depending on the funds at the beginning, a total raid on the PP is completely possible with 1 buggy.Chem/Tech/Engy + Sg = Dead PP.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 23:41:00 GMT
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I dont use transport choppers for transport or get in a transport chopper thats piloted by someone i dont know. Most of the time its a newbie who gets to were hes going then flies really high

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 06:16:00 GMT
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quote:Originally posted by Javafx:[QB]Actually, Nod has the overall advantage in City. Depending on the funds at the beginning, a total raid on the PP is completely possible with 1 buggy.[QB]Problem is that a little bit of damage is enough to have the buggy blow up before it reaches the PP....

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 06:53:00 GMT
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But most of the time it can reach the PP

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 07:36:00 GMT
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An even better way is to have MULTIPLE vehicles run into the base from different angles --AT THE SAME timethe Base Defenses/Defenders can only go after one....something will die if you do this....and you can use the "canned" radio messages to coordinate this...But you need some good teamwork....

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 09:47:00 GMT

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in City Flying, you don't even need a vehicle to get into the hand of nod, obelisk and air strip. Oh, and the AGT can shoot multiple things. I've seen it happen before [November 07, 2002, 09:48: Message edited by: generalfox]

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 13:13:00 GMT
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Don't ever say that one party has an advantage over the other on a particular map. It's all about skill. On City GDI is as good as NOD, its APCs can drive through the small entrances, Nod's APCs can't. On the other hand, a good ST rush can eliminate the whole GDI base in a couple of seconds. So it's quite balanced, as all the other maps are, too. U just need to know the advantages and disadvantages of your enemy and adapt to them.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 19:21:00 GMT
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quote:Originally posted by NHJ BV: quote:Originally posted by Javafx:[QB]Actually, Nod has the overall advantage in City. Depending on the funds at the beginning, a total raid on the PP is completely possible with 1 buggy.[QB]Problem is that a little bit of damage is enough to have the buggy blow up before it reaches the PP....Actually, this is wrong. The buggy sustains very little damage if done properly. Usually, I attack with 2 buggies, 4 people; 2 Techies, 1 SG, 1 Rifleman. That way the standard unit can either destroy the other buggy, or commendere one and make a blockade against GDI's attempts to get inside. Albiet if it is mined, the buggy comes in useful for "cover" if needed.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Fri, 08 Nov 2002 05:01:00 GMT
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quote:Originally posted by vegita246:I dont use transport choppers for transport or get in a transport chopper thats piloted by someone i dont know. Most of the time its a newbie who gets to were hes going then flys really high I was in a transport heli last night piloted by someone else. We took minimal damage on the way to the Nod base so the "pilot" decided to land and repair. It took him two minutes to find a place to land before he did this. Did I mention that our weapons Factory was being destroyed while this was happening.

Subject: C&C City as GDI , Tactic =)
Posted by [Anonymous](#) on Fri, 08 Nov 2002 06:14:00 GMT

quote:Originally posted by Javafx: quote:Originally posted by NHJ BV: quote:Originally posted by Javafx:[QB]Actually, Nod has the overall advantage in City. Depending on the funds at the beginning, a total raid on the PP is completely possible with 1 buggy.[QB]Problem is that a little bit of damage is enough to have the buggy blow up before it reaches the PP....Actually, this is wrong. The buggy sustains very little damage if done properly. Usually, I attack with 2 buggies, 4 people; 2 Techies, 1 SG, 1 Rifleman. That way the standard unit can either destroy the other buggy, or commendere one and make a blockade against GDI's attempts to get inside. Albiet if it is mined, the buggy comes in useful for "cover" if needed. I will usually ram the door I plan to enter too, as it is heavily mined 95 \% of the time, especially on that map. The buggy takes the damage, and I get in without having to defuse mines, while 300 GDI are running for the PP.
