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Subject: City Flying

Posted by [jsival](#) on Sun, 04 May 2003 10:26:54 GMT

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When you play City Flying in small games then NOD has the advantage. In big games usually GDI wins. The first thing you have to do is destroying the harvester. (In very small games you can try when you are NOD to destroy the power plant by hiding behind the GDI harvester till the pp.) When you have the money, buy a buggy (be engineer of course) and get an engineer with you. You have to drive OVER THE BRIDGE because it's very STEALTHY and attack the refinery. IT WORKS ALMOST ALWAYS. Because of that, when you are GDI you have to defend the base against incoming buggy's and stanks. When you are in base you should always be engineer or hotwire and place 6 mines at the entrance of the WF, 6 mines at the entrance of the ref, 12 or 18 mines at the pp( 12 at the first door and 6 at the second door. (The second door is close to the ref). When you have the money buy a humvee and take a engineer with you and destroy the hand or the obelisk. (When you walk through the hand you can walk to the obelisk). In an apc try to destroy the pp. When you are NOD the best thing you can do is do a STANK RUSH with at least three stanks. NO FLAMERS because you will be noticed by the orca's and destroyed before you can attack. DON'T TAKE APACHE BUT ALWAYS STANKS!

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