
Subject: Another thing to do as GDI on City Flying
Posted by [flyingfox](#) on Wed, 24 Dec 2003 12:51:51 GMT

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Instead of the old early rush the Hand of Nod with a humm-vee early on.. use the humm-vee, but go for the Obelisk instead. And don't take the same route as from the back of the Hand, go round the right side and from the skyscraper turn left and go straight for the airstrip Hut. You'll get cover behind the wall of the hut before the obelisk will fire at you. Then, give it a few seconds, and turn left to where the entrance door to the airstrip is, but head straight for obelisk. you can make it without being zapped once. Nod will not expect the obelisk under attack so early on, but then again your in a public place in the Nod base and should have more suces if Nod is out attacking your harvester.

Subject: Another thing to do as GDI on City Flying
Posted by [flyingfox](#) on Wed, 24 Dec 2003 13:00:50 GMT

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Also, as Nod on City Flying you can rush the GDI power plant with a buggy. Use the right side, run as far as behind the Barracks, get out and heal the damage the AGT has done to you, get back in and go the rest of the way to the power plant. You might be able to reach the AGT from going around the front of the barracks but I haven't tried it. Imagine being 2 minutes into the game and GDI sees "GDI Advanced Guard Tower destroyed"..

"WTF?"

Subject: Another thing to do as GDI on City Flying
Posted by [azngqboy](#) on Fri, 26 Dec 2003 04:52:49 GMT

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lol, did u know in city, you can use a buggy and head straight to the PP with 2 flamers and take it out?? if you move in a perfectly straight line, and you dont take mroe then 25 damge, you can make it as long as u go in a straight line, and then with just start spraying with flamers, chem sprayers or enginy's (also attack another building B4 u go in so the "GDI tiberuim Refinery is uner attack) message pops up and they dont even know you are attacking the PP until its too late

Subject: Another thing to do as GDI on City Flying
Posted by [ghostSWT](#) on Thu, 01 Jan 2004 03:47:42 GMT

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I live reading these stupid suggestions, you are expecting the base to be totaly empy don't you think like some one will hear/see the ob fire and do to disarm your c4's???? If that's the best crap you come up with then you sould tru this>>> 1 person gets an apc, 4 ppl get hotwires and take the apc and rush in, drop 2 by the hand then go drop 1 behind ref and the last go for the pp, one of the hot's that went in to the hand could get in to the oblick from the front door and BAMMMMM the

hand, the ref, the pp and the oblick are gone all gone. you olmost won!!!! MORONS

where do you expect the hole nod team to be? attacking/defending the harvy? i'm sure i would see a hum-v rushing in and go back to base to defend it as would most normal ppl so your lil rush would only work on a retarded team

Subject: Another thing to do as GDI on City Flying
Posted by [flyingfox](#) on Thu, 01 Jan 2004 14:13:38 GMT
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They're suggestions, obviously.. variations from normal play. Of course hotwires dropping off at different structures will have a higher chance of success.

But you don't often see humm-vees coming in from the Airstrip side.. so the Nod team wouldn't expect it, and might all be hanging out in the field or at the back of the Hand thinking that's the way your inc. And one person could drop off at the airstrip and the other, the obelisk to have better rate of success.
