Subject: GDI tactic for City_Flying
Posted by SuperTech on Sat, 12 Jul 2003 17:03:48 GMT
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Here's a nice tactic for City_Flying for GDI. Get a humvee and two hotwires. Head for the HON.
Go up the ramp and have one hotwire start on the HON's MCT and the other hotwire goes for the
obselik. One or both of you will get a building. Usually NOD doesn't expect you in the obselik, so
you can usually score that, especially if EVA reports the HON under attack (because she won't
report two buildings under attack at the same time).

Here's a short story about a modification of this tactic that happened in a game yesterday. I was
an engineer and I had a hotwire in the humvee with me, heading for HON. The hotwire started on
HON, I went for the obselik. I got it down to two bars and EVA never reported the obselik under
attack, because she announced the HON was under attack. So I just sit in the obselik for a
minute and no one notices that the obselik is almost dead. So an engineer comes and starts
repairing it. So I start shooting at him and I see a flame tank behind him.   I've tried this before
and the obselik usually will fry your a$$ before you make it, but I figure I'm dead anyway, so I go
for it. Score!   I make it into a full armored flame tank and take out the obselik with ease
(although it did blast me when I got into the flame tank, hehe)