
Subject: City_Flying/City Tactics

Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 08:51:58 GMT

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I have got a few tactics for City_Flying & City that I have collected while playing the game:

Nod

An easy way to help your team with points and stop rushes is to destroy the GDI weapons factory. All you have to do this is to:

1) Get a vehicle (I usually use a buggy for speed) & a Hotwire or a character with a nuke beacon now head out your base and on the left you will see an opening on the left this leads to the GDI base.

2) All you have to do is just keep going past the big building and you will end up near the weapons factory.

3) Now get out plant the beacon or place your C4 on the MCT.

4) If you planted a beacon you should defend it the buggy vehicle would help defend it but when planting a beacon be careful the vehicle be careful that your vehicle is not stolen.

Using the same strategy as before you can destroy a total of 3 buildings in a row if there are more than 1 vehicle and person to do this:

1) Now as before get a vehicle now head out your base and on the left you will see the opening to the GDI base.

2) All you have to do is just keep going past the big building and you will end up near the weapons factory.

refinery without receiving much damage at all because the Weapons Factory will shield you so now head across to the left side of the refinery and enter through the back.

4) Another can follow and carry on past the back of the refinery to get to the power plant and place the C4 or beacon.

5) Now all that is left if for you to place your C4 or plant your beacon inside the weapons factory.

Now that there base power is down you can go pound there base or if you prefer you can sneak up to the building and plant a beacon. Now there is another way to get to the power plant and make quick work of GDI:

1) Buy a flying transport and become either a technician with your C4 or a good anti-infantry character with a beacon and fly to the pp side of the enemy base.

2) Now stop at the tower. Get as low to the ground as possible.

3) Now fly to the pp without turning or stopping (the AGT wont do enough damage to kill you) now park the transport helicopter in the back.

4) Place the beacon and get ready for a fight to defend it or go inside and blow up the MCT.

NOTE: Always wait until your timed C4 goes off before detonating the remote C4. You get more damage done this way.

You will have disabled their base defences and doubled their purchase costs making for a quick victory. But be warned this strategy works both ways. Now that there are no base defences you can head back to repair and you can go pound the base.

There is another strategy that both GDI and NOD share this is another way of taking out the power plant by using just a infantry charatcer to do this:

1) Become a technican or good anti-infantry character with a beacon.

2) Head out your base and wait until you see the GDI harvester leaving the tiberum field and returning to base now go and run alongside the right of the harvester.

3) Now keep by it until you reach the power plant. Then make a dash to the right and run into the back of the power plant.

4) From here you should know what to do place your C4 on the MCT or plant your beacon and protect it from being disarmed.

In that stratergy timing is everything!!!

I will get the GDI strategies typed up but there pretty much the same and there are a lot more strategies around so keep looking.

-Sk8rRIMuk

Subject: City_Flying/City Tatics
Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 10:03:34 GMT
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O.K. and hears the GDI strategies for the map remember there are more strategies than I am listing here:

GDI

Now to make quick work of NOD you can destroy there powerplant. To destroy the power plant:

- 1) Buy a flying transport and become either a hotwire with her C4 or a good anti-infantry character with a beacon and fly to the pp side of the enemy base.
- 2) Now stop at the tower. Get as low to the ground as possible.
- 3) Now fly to the pp without turning or stopping (the Obelisk wont do enough damage to kill you) now park the transport helicopter in the back.
- 4) From here you should know what to do place your C4 on the MCT or plant your beacon and protect it from being disarmed.

You will have disabled their base defences and doubled their purchase costs making for a quick victory. Be warned though this strategy works both ways. Now that there are no base defences you can head back to repair and go pound the base but:

There is another way to take out the power plant using infantry units to do this:

- 1) Become a hotwire or good anti-infantry character.
- 2) Head out your base and wait until you see the NOD harvester leaving the tiberum field and returning to the NOD base now go and run alongside the right of the harvester.
- 3) Now keep close to it [without getting run over] until you reach the power plant. Then make a dash to the right and run into the back of the power plant.
- 4) From here you should know what to do place all your C4 on the MCT or plant your beacon and protect it from being disarmed.

to do this:

- 1) Head straight from your base to the tunnel nearest the obelisk then walk along the left wall till you are nearly at the edge.
- 2) Now you can make a dash for the obelisk 9 times out of 10 this works for an experienced player.
- 3) Then plant your beacon or go around and plant the C4 on the MCT.

NOTE: To avoid almost certain death (or cheating using the Ob Walk) you should be a very strong character that could withstand an obelisk beam.

NOTE: Always wait until your timed C4 goes off before detonating the remote C4. You get more damage done this way.

Overall

Sniper Locations:

The entrance/exit of the 2 centre buildings and the upstairs space of both the centre buildings are good sniper spots. Also if there is a pesky sniper in the upstairs space of one the building go up

opponents base defences have been taken out you also can man the space in the upstairs of the buildings near the insides of there bases and its like shooting fish in a barrel from then on. It is

Approach for a Rush:

If you are going to rush the base it would be best to use the bridge to get to the your opponents base as the infantry are less likely to see you and warn there side if you are GDI its worth taking out the turrets first as they can become a big pain.

Other tactics:

It is easy to step on a mine in the buildings near the centre that people laid while you were somewhere else, so be on the lookout. Also if you are in a tank shoot at the sniper spots this helps infantry rush across to attack the others base as both bases are venerable to infantry attack.

Subject: City_Flying/City Tatics

Posted by [Bigunns](#) on Tue, 04 Mar 2003 19:52:01 GMT

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Thank you!

I have been looking for this kind of thing. As a newbie, I have been killed a lot trying different things. I was happily surprised to see that I have figured some of the things out that you suggest using the "trial and die" method. Maybe now I won't have to die so much.

Subject: City_Flying/City Tatics

Posted by [mrpirate](#) on Tue, 04 Mar 2003 20:41:00 GMT

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In regards to the early Nod buggy rush:

Try getting the "mystery box" right off the bat. This should provide you with enough money to purchase a buggy. Then get an Engineer and find a teammate to do the same. Using your buggy, drive yourself and your teammate over the bridge to the GDI Tiberium Refinery (The GDI Weapons Factory would also work, although it's less stealthy). Since you go over the bridge, GDI will probably have no idea what's going until it's too late. Then, it's just a matter of planting your C4 on the Master Control Terminal and waiting out the longest 30 seconds video games have to offer. I have seen this strategy done many times, almost always successfully.

Subject: City_Flying/City Tactics
Posted by [MeXadiaz](#) on Tue, 04 Mar 2003 22:13:24 GMT
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For another Nod Obelisk kill

On Gdi take a humvee and a hotwire when you have the money and go on the lower route (under the bridge) and use that same little opening to the left that was said earlier and drive to the Hand Of Nod from there. You can either go fro the Hand or keep on following tutorial for the obelisk kill. If the back door to Hand is mined, try going up the stairs on the LEFT ONLY and jumping through window. If that is mined too squeeze to the left side of the Hand and go to the front. If you going for hon and entrance in front not mined you can go in there . But otherwise, dash and go into the obelisk and plant c4 or beacon. If you got in the Hand you can c4 it or plant beacon. Just givin my

Subject: City_Flying/City Tactics
Posted by [Ren Sizzlefab](#) on Tue, 04 Mar 2003 23:52:17 GMT
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Sk8r's tactics aren't bad, but here's a counter to almost all of them.

Proximity mines.

Mine the back door to WF (HON), back door to Ref, both doors to PP, AGT (OB), and maybe AIR.

Now try Sk8r's tactics.

Boink, Boink, Boink Boink, Boink.

Subject: City_Flying/City Tactics
Posted by [MeXadiaz](#) on Wed, 05 Mar 2003 01:03:57 GMT
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To mine all the possible spots to get in HON and obelisk would take up mine limit if they were to die.

Subject: City_Flying/City Tactics
Posted by [Ren Sizzlefab](#) on Wed, 05 Mar 2003 01:15:20 GMT
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I know there's the ramps on the HON, but a mine on each of the windows will take their health down enough that you should be able to kill them and defuse any C4 before it goes off. Plus it takes longer to get into the hand that way and gives you more time to get there and defend it.

Subject: City_Flying/City Tactics
Posted by [Griever92](#) on Wed, 05 Mar 2003 03:55:32 GMT
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great tactics, but they are old and people are catching onto them

Subject: City_Flying/City Tactics
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2003 09:12:01 GMT
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Remember, it's Nod, not NOD.

Subject: City_Flying/City Tactics
Posted by [tanhm07](#) on Wed, 05 Mar 2003 09:16:34 GMT
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AircraftkillerRemember, it's Nod, not NOD.

lol

Subject: City_Flying/City Tactics
Posted by [tanhm07](#) on Wed, 05 Mar 2003 09:26:41 GMT
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Griever92great tactics, but they are old and people are catching onto them

i agree. This tactics are getting pretty old.

By destroying the wf, all the gdi would change into infantry and Nod would be dealing with sydney's, mobius, havocs etc. Now you might say that GDI do not have any armour to get points for them but you forgot that Nod has the harvy. GDI would just have to keep attacking the harvy with their syds and mobiuses and they would have a stable point gain. Nod might have armour advantage over GDI, but with GDI using syds and mobiuses, what's the chance of a light tank getting out alive if they run into 2 syds or 2 mobiuses?

The havoc's ramjet is a very good point getter. It gets 10 points for every hit on light, flame and medium tanks, 8 points for apcs and the harvy, 12 for hummers, buggies, arts and mrls, 12 for mammals and 22 for stanks. A havoc would just have to get 10 hits on a light, flamer or med and he would have gotten 100 points. that's very easy if nod has the field. 10 hits on a stank and he would have 220 points!! The best way of crippling a team is to get the ref or pp at an early stage, or destroying the barracks/hon BEFORE destroying the Weapons/strip.

Subject: City_Flying/City Tactics
Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 09:54:31 GMT
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I agree they are a little old but still very good tatics and mostly unstopable if you have the skill...

I added them because they were lost somewhere in the abis that was the old forums...

ACK go P**S off (No Offence)...

There were some good tatics added to the tatic list aswell...

There is another I could add but it is very hard to get the coporation this is also old but still very effective...

Gather up as many people with either stanks or flamers as Nod (Nod ACK yes Nod) then go up to either side the base by using the overpass to get the weapons fatcory and/or the refinery or the road below to get the power plant and/or refinery. Now the next bit is common sense you should go directly to the building without attacking anything else but the building because if you waste your time attacking people or vechiles you could loste the edge. If you all attack at the same time you should be able to catch them off guard and render the building/s usless...

If they do mine tehre is only 1 for it and thats the sacrafice just get 1 person to run in to the mines thus clearing the way for you and/or others.

-Sk8rRIMuk

EDIT :

I just uploaded all the strategies to my teams website you can view that

here just go to Renegade then strategies then click City_Flying.

Take a look at the credits and I will post your e-mail adresses on if you wan't.

Subject: City_Flying/City Tactics
Posted by [MeXadiaz](#) on Wed, 05 Mar 2003 13:06:14 GMT
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I'm in the credits You can add my e-mail, it's mexadiaz@charter.net.

P.S. It's providing, not provideing (in the ACK manner, sorry just had to :oops:)

Subject: City_Flying/City Tactics
Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 18:29:50 GMT

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MeXadiaz I'm in the credits You can add my e-mail, it's mexadiaz@charter.net.

P.S. It's providing, not provideing (in the ACK manner, sorry just had to :oops:)

OK I will add ur e-mail and damm rudhed it stjpid dreamqeaver ni sprll chevker.

-Sk8rRIMuk

Subject: City_Flying/City Tatics
Posted by [cheeta30](#) on Wed, 12 Mar 2003 12:56:53 GMT
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if you're GDI, you can take out the obelisk without the use of a vehicle, buy gunner (not the rocket officer) and go trough the right tunnel to the obelisk now walk directly to the obelisk, if you're quick enough you can get in and destroy it by placing c4 on the master computer control and shoot it with the rocket launcher, or place an ion cannon and defend it from being disarmed (sometimes the obelisk is quicker than you are, but usually you can do it)

Subject: City_Flying/City Tatics
Posted by [Adnecles1](#) on Wed, 12 Mar 2003 17:54:06 GMT
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Well if you make it inside ob with a gunner then you have done a cheat method called ob walking if no use of transportation is used.

Subject: City_Flying/City Tatics
Posted by [Vegita246](#) on Wed, 12 Mar 2003 18:03:25 GMT
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City_flying u can just run from tunnel to obby if u got enough skill, without backwalking. If you dont have the skill just get a rifle inf to take the hit for u or sumthin . Also i prefare stealth rushes over flame ones because although stealths have less armor, if GDI sees 5 flame tanks sitting in the Nod base i think they are guna expect a rush but if your in stealth tanks (and there are no n00bs who fire at the ground for no reason) then they wont be able to see you preparing to rush

Subject: City_Flying/City Tatics
Posted by [SuperTech](#) on Mon, 17 Mar 2003 21:54:48 GMT
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If you get a mobius, you can run right at the obselik from the tunnel and take the 300 point hit from the obselik and still have 47 health points yet and then lay the ion. The beautiful thing is that people usually don't expect this and can't find the ion in time.

Subject: City_Flying/City Tatics
Posted by [SencneS](#) on Tue, 18 Mar 2003 03:56:59 GMT
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Here are a few from the WL hand book. (Can't wait for the response)

City_Fly ONLY:-

You don't need a hum to get into the hand or even a tank. It's tricking and it's not really a cheat. If you walk around the side the big building as a hotwire looking to get in the hand. You can make on foot.

Real simple. Run from the around the corner and hide for 3 seconds under the stairs behind the Hand. NOT the hand stairs the one by the big building. Believe it or not the OB will NOT hit you in here. However the little turrent can so don't stay there too long. Wait about 2-3 seconds and run for the hand. NOT backwards just run stright for it. About 65% of the time you'll make it in. Sometimes you have to use the Lefthand stairs on the hand to get in. I'd like to point out this is NOT ob walking. OB walking is walking backwards to trick the Ob from shooting at you on a lagged server. Because you don't need to run backwards to get from under the stairs to the back of the hand this is NOT cheating, as in OB walking.

Second.. This one takes an incredible amount of practice and only works probably 30% of the time. I came up with it, I have never seen anyone else use it.

Getting to the Air from as a hotwire from the OTHER SIDE of the air strip. Admitatly you can use the above tactic to make it into the OB then run to the air. But here is another.

On the Airstrip/powerplant side move around the corner as if you are running towards the OB. NOT THE AIR STRIP THE OB. So the Left hand side of the big building on the air strip side.

When you round the corner you will see a light post right there. No here is the tricky part. You have about 2 seconds to run so the light post is blocking to very tip of the red part of the OB. Believe it or not you can get to the light post without being hit. I've been there for like 3 minutes once crouched down in a clan game while I saw the other clan get read for a flame rush. They never saw me. Anyway in front of the light post and between the OB is one of those usless stands that inf use to protect themselves from tanks and stuff... Run to the RIGHT of the poll to the wall section of the little bunker. Now for probably the hardest part.. You have to get on top of the stand and crouch down below the wall on the top. When then you can make it stright shot to the light post by the Air Strip. Then you just run on into the door.

Sounds extream and a lot of work when a hummer from the right side of the stip and hotwire can get to the air no problem. But out of the 10 of so times I have tried this I have killed the air 3 times. Never died by the hands of a enemy though always the OB.

GDI Entrance :-

Countless ways to get in it's not funny. Any tank, of anything can get in to GDI's base. What you do there is another story.

I like this one because it can be use on a huge amount of maps. You lost your Hand so you can't single handledly kill a building with C4. No problem if you still have your air strip get yourself a stank, and an eng. All you got to do is make it to the ref. it's hard because you will light up. But when timed out you can make it and hide back there until the cost is clear.

Get out of your stank repair it, run into the ref throw your timed on there and remote.. Jump back in your stank. Wait for the timed to blow, jump out blow your remote, jump in and hit the ref with your stank. Because its already pretty damaged it's doesn't take much to kill the thing. 90% of the time you will take out the ref. IF you got back there unseen. Usually it's a 50/50 tactic. You can also do the same for WF and Power. but No one really runs around behind the ref much.

Important thing here is. You can hit the power from where you are aswell with out the AGT hitting you. Lastly, don't get the GDI bums get any points off you, stand in the line of the AGT if you are overpowered. Let it kill you and your stank. GDI don't get points for it.

SencneS

Subject: City_Flying/City Tatics

Posted by [\[sg\]theOne](#) on Tue, 18 Mar 2003 05:24:00 GMT

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To comment on the last post...

It was stealth tank vs me (infi (not mobi or pic)) and I had worked him down to 1 sliver of health. At this point there is no way he is making it back for repairs or killing me so he hopped out (I thought I was getting a free tank!) and tossed remote c4 on the tanks and blew it. I felt kinda funny about it but hey whatever works for you...

The One

Subject: City_Flying/City Tatics

Posted by [Sk&rRIMuk](#) on Tue, 18 Mar 2003 17:07:59 GMT

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[quote="SencneS"]Here are a few from the WL hand book. (Can't wait for the responce)

City_Fly ONLY:-

You don't need a hum to get into the hand or even a tank. It's tricking and it's not really a cheat. If you walk around the side the big building as a hotwire looking to get in the han...../quote]

Very very nice I may add some of these later will contact you then.

-Sk8rRIMuk

Subject: City_Flying/City Tactics

Posted by [SencneS](#) on Wed, 19 Mar 2003 01:52:36 GMT

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Sk8rRIMuk

I've got tactics for all westwood maps. And some for other custom maps.

I always looked for the alternative then the standard. It's what give anyone an edge over the game. A lot of attempts and tries when into all the maps to make tactics that where off the wall and not even considered.

Even newer maps like mesa.. Did you know that if you get in a Buggy with a sbh and a nuke you can take out the barricks it works about 50/50 depending on when you go.

Mesa:- NOD

Buggy, SBH, NUKE. Drive into the tib field and drive stright for the GDI entrance, make it to the otherside and around to the barricks. You think.. oh so what. The buggy will die because the AGT will kill it... HOWEVER you will not even get a hit if you run for the barricks. If anyone looks around the back they see nothing and think you died because of the AGT.

This doesn't work on large games because usually the entrance is blocked with tanks and stuff. But it's a classic for a clan game. You can even bring a friend that's nice as well.

Mesa:- GDI

We've all see a Med, Stank, Light, Hummer, Buggy, even a mobart in between the two refs where the walls are.. But you can get a mammy over there. I've done it a couple of time. But it's so slow getting there it's no point. For those of you who know how to get a med tank up there you know to use the right hand side of the walls to get up there. Manuver the Mammy the same as you would a mtank. Now there is a point where the mammy will get stuck leveled out, on the wall.. You can't move anywhere. Really easy once you get to that stage.. Shoot at the ground with secondary fire. Not the ground where you want to go but the ground you came from. You guessed it, We all know the mammy's fire has recoil. The fire pushes you over the other side of the wall.

The good part here is you can shoot at the ref and pretty much anything up there in the mammy from complete protection of the AGT. The mammy's range is better then an mtanks. The bad part is.. not very much manuvering allowed. You get a bunch of Rave's and LaserChain guns and your screwed.

SencneS

Subject: City_Flying/City Tactics
Posted by [Sk8rRIMuk](#) on Wed, 19 Mar 2003 09:01:13 GMT
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SencneSSk8rRIMuk

I've got tactics for all westwood maps. And some for other custom maps.
I always looked for the alternative then the standard. It's what give anyone an edge over the game. A lot of attempts and tries when into all the maps to make tactics that where off ...

Well I have gotta get my tatics page up soon and you seem to have a few ideas...

Have you got MSN Messenger?

-Sk8rRIMuk

Subject: City_Flying/City Tactics
Posted by [cheeta30](#) on Sat, 22 Mar 2003 10:42:45 GMT
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THE BEST STRATEGY TO TAKE OUT THE OBELISK WHEN THE POWER PLANT IS INTACT...

if you're playing GDI you should not first try to destroy the power plant, you must right at the start all buy an engineer, and just one player a normal soldier now go through the tunnels to the middle of the map (where the harv's are) from there you take the right tunnel at the end of the tunnel you wait for all the others, let the soldier go first into the base then go with all the engi's at the same time to the obelisk (only one dies) and place two timed C4's on the master computer control and 2 remote, now defend your C4's untill they blow, now the obelisk is gone and then you go for the airstrip and Hand of Nod, then the pp and ref...

Subject: City_Flying/City Tactics
Posted by [NHJ BV](#) on Mon, 24 Mar 2003 16:46:59 GMT
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^^^I think he's talking about Hourglass.

Subject: City_Flying/City Tactics
Posted by [kawolsky](#) on Mon, 24 Mar 2003 20:23:17 GMT
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Or you could just destroy the enemy.....
