
Subject: Tactics for glacier_flying

Posted by [Anonymous](#) on Tue, 26 Nov 2002 05:18:00 GMT

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I have played the map only a hand full of times with 30+ players, and for me, thats to much.. as I get a max of 5 FPS with a game at 34 players in The Pit. Since I get 20-30 FPS in any other 30+ person map I would just assume skip it. However, back to the topic The 6 or so times I have played it nod rushes the barracks and successfully destroys it, setting the overall mood for the game, ending in victory. Arts gathering at the GDI tib field can usually get a few shots at the PP and (if GDI catches on before its destroyed) back off and pummel the harvester for awhile. GDI has a nice spot between their barracks and refinery on the ramp to peg away at the air strip with MRLS, as well as a spacey area by the nod tib field to give the obelisk a quick punishment. GDI using a sniper or two behind the air strip (out of range of the ob) can annoy the **** out of nod and create a good diversion for a flood on the other side of the map. The map is big enough and each base has enough entrences where humvee/buggy rushes can be quite successfull as often as you can afford them, unlike many other boards. Those are just the things I look at to win the game when I can be bothered enough to try and play the map Maybe if I could afford a new processor and video card I would like it more on the larger games.
