
Subject: Tactics for glacier_flying

Posted by [Anonymous](#) on Mon, 25 Nov 2002 18:09:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by LazrClawz:I hate the little guard towers GDI has!! But I do have tactic (this only work when GDI distracted)Flame Rush AGT. Be Techie. When your tank half dead from Guard Towers, get inside AGT. C4 it. Repair your tank from door. Get back inside. Then, take out towers one by one. I did this, it works.You're kidding me, right? The Guard Towers are the best defense besides the Advanced Guard Tower. The Guard Towers provide additional automatic weaponry support for GDI and are especially useful if GDI loses the AGT... As stealth units will be picked up and shot at.Are you ****ting me on this last part? Who in their right mind gets out of their tank INSIDE THE ENEMY BASE to repair it?! They'll just steal the tank and blow you up before you take down the AGT!Just remember, I placed the Guard Towers so they would provide maximum weapons coverage for GDI... I was sick of Nod having extra defenses while GDI had nothing but the AGT. I believe I balanced out the map quite well.To bad you couldn't make the AGT only shoot missiles, I want it to be more like Tiberium Dawn =O. Shoot 2 missiles too, just make sure the missiles due 1/2 the damage as they did with 1 missile.The Gaurd Towers are also from TD, they were very help full when you lost power to your base. The only thing I miss off them is that annoying sound they made in TD when they shot, lol! [November 25, 2002, 18:14: Message edited by: generalfox]
