Subject: C&C City as GDI , Tactic =)

Posted by Anonymous on Fri, 08 Nov 2002 06:14:00 GMT

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quote:Originally posted by Javaxcx: quote:Originally posted by NHJ BV: quote:Originally posted by Javaxcx:[QB]Actually, Nod has the overall advantage in City. Depending on the funds at the beginning, a total raid on the PP is completely possible with 1 buggy.[QB]Problem is that a little bit of damage is enough to have the buggy blow up before it reaches the PP....Actually, this is wrong. The buggy sustains very little damage if done properly. Usually, I attack with 2 buggies, 4 people; 2 Techhies, 1 SG, 1 Rifleman. That way the standard unit can either destory the other buggy, or commendere one and make a blockade against GDI's attempts to get inside.Albiet if it is mined, the buggy comes in useful for "cover" if needed.I will usually ram the door I plan to enter too, as it is heavily mined 95 \% of the time, especially on that map. The buggy takes the damage, and I get in without having to defuse mines, while 300 GDI are running for the PP.