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

Posted by [Anonymous](#) on Thu, 07 Nov 2002 19:21:00 GMT

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quote:Originally posted by NHJ BV: quote:Originally posted by Javacx:[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 Techies, 1 SG, 1 Rifleman. That way the standard unit can either destroy the other buggy, or commender one and make a blockade against GDI's attempts to get inside. Albeit if it is mined, the buggy comes in useful for "cover" if needed.
