
Subject: APC rushing as GDI on City Flying
Posted by [Anonymous](#) on Wed, 14 Aug 2002 18:46:00 GMT
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Okay folks, lots of this is known, but I'll say it anyway. 1. When going for an APC rush, check to see if any Nod guys have seen your APC. 2. If they have, IMMEDIATLY CHANGE DIRECTION AND GO FOR HoN WITHOUT THEM SEEING YOU!! (If you are headed for PP)if you were going for HoN in the first place, go for strip.3. When you arrive at HoN, all hotwires get out when APC stops at HoN's back door.4. THE DRIVER MUST STAY IN AND BLOCK THE BACK DOOR5. When biulding is gone, and some fo you still have c4, immediatly go for OB6. If no one has c4, try to go to APC and try to escape. (If APC driver did as should, jump out HoN windows at back to get in.7. If APC is gone, stay in HoN as a group and kill who ever comes in it, or make sure you die from the OB so Nod gets no points for killing you8. If you go for the Airstrip, have APC, block door, some one mine door while others plant c4, then plant your c4, and blow the biulding.9.If c4 is left over go for OB, if not stay and kill people, or get killed by OB so Nod gets no points from your deaths.I wish people would APC rush like this, doesn't take much team work, and can kick ass if done right Thank you for reading, post additional tactics to do if you want, and some constructive feedback, not just saying, NO TEAMWORK IS AROUND CAN'T WORK! Support your reasons. Oh yes and also, this will not work every time, remember, it always matters where people and tanks are positioned as well [August 14, 2002, 18:48: Message edited by: Kirovy1234]
