

---

Subject: Good strat on air maps

Posted by [Anonymous](#) on Sat, 01 Jun 2002 15:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

heres another tactic, on air maps, you can climb onto the top of hte building so if the opponent is flamerushing you or just attacking you wit vehicles in general (or planes), and you're an infantry because they die too easily in the open, it's wise to take position on top of a buidling and THEN unleash ur railgun, rockets, lasers and etc. After all the tanks and obelisks and etc. should be taking damage NOT you. This way you will act like a defensive turret. The NOD Airstrip and the GDI Barracks are the best buildings to "mount" because there is nothing blocking your view of shooting in any directions. Also if the tank finds you and tries to kill you; hide, so not only will you not take as much damage if at all, but say he was also battling a tank (or another infantry) it will distract him. It's funny how most people don't take advantage of hte top of buidlings more then as a place to plant your beacons.

---