
Subject: City . . .

Posted by [Anonymous](#) on Mon, 29 Apr 2002 01:04:00 GMT

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Just so you know, GDI has a big advantage on City_Flying. They can use a Hummer to get inside the HoN, Airstrip or Obelisk and they can also get inside the Obelisk and HoN with a single hotwire, on foot. Nod has to use vehicles and even then there are only four entrances that need to be mined in order to stop them: PP, back of Ref, back of Warfactory. The rest are covered by the AGT.
