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Subject: Take out the power on the air city map!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 06:17:00 GMT

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What about the 6 to 8 proxy C4s placed at each power plant door? I was in the situation twice last night and ended up getting two free Chinooks out of it. Unfortunately, not everyone knows how and where to properly place proxy C4 on that map. The power plant is probably the number one C4 raid target, whereas the barracks is probably the last target. At the beginning of the game, I usually put 5 mines at the back 3 entrances (2 doors on power plant, 1 on refinery), the back entrance to the weapons factory (or Hand of Nod), and the AGT/Obelisk. The remaining 5 mines usually go to the power plant. That way in case a bunch of Engineers go raid the enemy base and use remote C4, the power plant will still have proxy c4 place in it. For this map, I really wish we could use more proxy C4. quote:Originally posted by Lukerd:On the air city map I found an easy way to put the enemies guard/obelisk tower out of action. Get a transport chopper and fly to the right side of the oppositions base you can hide behind one of the buildings without getting hit by the obelisk/guard tower. Once you get there you can fly behind the power plant. You may be hit once by the tower but it won't destroy you're chopper. Land behind the power plant and run in to destroy it, with C4 or an Ion/Nuclear beacon. Then just defend yourself till its blown and you can escape in you're chopper. You can also fly behind the power plant and keep going and blow up the building next door instead.

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