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Subject: Stupid infantry camping  
Posted by [w0dka](#) on Fri, 12 May 2006 10:38:08 GMT  
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Yes... Yesterday... C&C\_City\_Flying ... me plays Nod and one of us blow up there Wf...result: whole GDI camps with highrankinfantry in their base and because we got 2000 points less then GDI as they blow up the Wf we lose.

So NEVER EVER BLOW UP THE WF IF ENEMY LEADS BY POINTS  
better targets:

Barracks/ Hon is everytime a good target  
Reff... good  
PP...perfekt!  
Wf last building...

And just alittle question..what should you do again massive camping Infantry.. if you want to blast their base

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Subject: Re: Stupid infantry camping  
Posted by [MexPirate](#) on Fri, 12 May 2006 11:08:15 GMT  
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ROFL, just because your team wasnt good enough to destroy a base on with no WF doesn't mean its a bad idea to take it out - it means you can put full force in to a rush and know that you are virtually safe from attack in your base (exception of Gunners/Harv Walkers) - all u needed was sniper cover for a stank/flame rush and it would be easy gg. WF early on is nearly as good a target as the pp imo.

Camping infantry - try killing them I find that works best.

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Subject: Re: Stupid infantry camping  
Posted by [Ma1kel](#) on Fri, 12 May 2006 18:06:12 GMT  
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If your team can't win City Flying with Nod, your team sucks. Says me.

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Subject: Re: Stupid infantry camping  
Posted by [Sniper\\_De7](#) on Fri, 12 May 2006 19:17:09 GMT  
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clanwar statistics wouldn't show this

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Subject: Re: Stupid infantry camping  
Posted by [Ma1kel](#) on Fri, 12 May 2006 19:36:54 GMT  
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Public server static shows this.

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Subject: Re: Stupid infantry camping  
Posted by [Sniper\\_De7](#) on Fri, 12 May 2006 21:16:43 GMT  
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Yeah well why would Nod always win? would it be because if Nod knew what they were doing they would win? Well, it's not like I see GDI doing what they're supposed to be doing and if they do (ie, get tanks to cover entrances where stanks can come from) + orca or two + sniper = GDI wins. Even so, I don't see how it's any of Nods fault if I orca the entire game and kill most of their useless stanks rushing. Seriously, if my team just got APCs to spot the stanks and i'd do the rest it'd be so much easier than everyone on the team running around with tib sydneyes and buying mammoth tanks etc etc.

Anyways, the idea is that in clanwars you play with the best tactics and GDI will win most of the time. (just think Under)

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Subject: Re: Stupid infantry camping  
Posted by [SuperTech](#) on Sat, 13 May 2006 02:50:19 GMT  
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I've seen it happen countless times.

First, what would you expect GDI to do? How are they going to rush? If I was GDI, I would try the good old Mobius Obselik rush. More than likely NOD is playing offense, not defense. The only thing you probably have to watch out for is the stanks on the field.

If your NOD and this happens, stank rush the Refinery first. Most of GDI will be protecting the PP and INF BAR. A 6 STANK rush on the INF BAR is very deadly. Unforuately, in every game you usually get noobs...the guys flying around aimlessly in apaches. Havocs love apaches and that's how they rack up the points. More noobs, more useless vehicles = less stanks to rush with. A sneak stank rush on the AGT may also provide effective in this case (again, from WF side).

If you have team work (big IF), I would do a stank rush on REF and then have a SBH take a buggy and nuke the back of the INF BAR at the same time.

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Subject: Re: Stupid infantry camping  
Posted by [w0dka](#) on Sat, 13 May 2006 08:36:34 GMT  
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Quote: Anyways, the idea is that in clanwars you play with the best tactics and GDI will win most of the time. (just think Under)

Yes, but there are also Nod maps... for example Islands  
(three words...good SBH rush...)  
... or even Volcano if GDI fails to get a APC to the airfield.

in a standart game GDI wins usually by points, Nod by Base Destruction...thats my experience

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Subject: Re: Stupid infantry camping  
Posted by [mision08](#) on Sat, 13 May 2006 08:49:16 GMT  
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The weapons factory is a bad first target at City. I NEVER go for the WF first. An early buggy rush to the PP or the ref is a great tactic. An APC over the top to ref is good, or take the low road to AGT. Anything, just don't go for the weapons factory. I hate when I end up riding in a buggy on an early rush, I know where they plan on going and I don't like it.

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Subject: Re: Stupid infantry camping  
Posted by [MexPirate](#) on Sat, 13 May 2006 08:50:42 GMT  
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I Choose Nod over GDI on City Flying every time - the buggy can go anywhere, Stanks regularly win (and you have 3 different possible attack directions), Light tank/Sakura combination is deadly.

imo enough said

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Subject: Re: Stupid infantry camping  
Posted by [Sniper\\_De7](#) on Sat, 13 May 2006 12:45:31 GMT  
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[BBFPirate wrote on Sat, 13 May 2006 03:50]I Choose Nod over GDI on City Flying every time - the buggy can go anywhere, Stanks regularly win (and you have 3 different possible attack directions), Light tank/Sakura combination is deadly.

imo enough said

and the humvee can't go anywhere? (not like this matters since a buggy what the hell is a buggy gonna do after 4 minutes :/) If GDI were smart and (like I said it was a clanwar) they'd defend the chokepoints where stanks can sneak through. (which is what i said already)

of course it's not practical in a public server since you see people running around with tib sydney's

and mammoth tanks and god knows what else.

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Subject: Re: Stupid infantry camping  
Posted by [SuperTech](#) on Sat, 13 May 2006 16:50:07 GMT  
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I think he means the buggy is stronger on this level then the hummer. You can pretty much make it to any building with the buggy except the AGT. You can't make it to the PP or REF with hummer.

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Subject: Re: Stupid infantry camping  
Posted by [Sniper\\_De7](#) on Sat, 13 May 2006 19:12:55 GMT  
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Yes, you can. In fact, you can make it to every single building with a humvee. You can even get to every building with an orca as well. as opposed to the nod buggy, which you cannot get into the barracks. Though you might be able to make it to the agt but I don't know. (if you repair maybe)

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Subject: Re: Stupid infantry camping  
Posted by [Goztow](#) on Tue, 16 May 2006 06:59:13 GMT  
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any decent opponent will blast your buggy/hum vee away before you even notice them (and will have his base mined).

GDI will min on most maps in CW's indd, u gotta love meds.

To get back on topic: a massive apc-rush with a nuke usually does the trick. 5 apc's with a nuker own about every infantry defence.

Also if you are not sure, then don't get any vehicles at all anymore. Just go snipe all the mobiuses, pic's, ...

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Subject: Re: Stupid infantry camping  
Posted by [Ma1kel](#) on Tue, 16 May 2006 15:02:04 GMT  
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Unless the APCs are covered by Sakuras, 2 Orcas will easily tear the 5 APCs apart.

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Subject: Re: Stupid infantry camping

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Posted by [Phazon87](#) on Wed, 17 May 2006 05:42:59 GMT

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Ma1kel wrote on Tue, 16 May 2006 10:02 Unless the APCs are covered by Sakuras, 2 Orcas will easily tear the 5 APCs apart.

They don't have two Orcas, their Weapons Factory is dead.

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