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Subject: Glacier Flying tactics.  
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2003 09:09:30 GMT  
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Post up the tactics you know about my map... I'll see if I can help you refine them.

I know that thing inside and out, so you'll only benefit.

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Subject: Glacier Flying tactics.  
Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 10:20:09 GMT  
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Well I got one if your Nod (see Nod not NOD)...

Get an apache then fly up to then end of the airstrip you will see that the roof is open here now if you fly up the left (faceing towards the powerplant) you can get up above everybody adn you can use a raveshaw to destroy the vechiles as they very rarely hit you...

Although I think this is cheating it's still a good stratergy.

-Sk8rRIMuk

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Subject: Glacier Flying tactics.  
Posted by [KIRBY098](#) on Wed, 05 Mar 2003 17:11:02 GMT  
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Two of my favorites.....

Beaconing the end of the airstrip from the tunnel

Getting into the Hand Of Nod from the left entrance without being hit.

I have trouble not geting killed when I try to infiltrate GDI behind the weapons factory.

I also like to nail the Barracks early, but nowadays, there are always people waiting with Hotwires, and 1,000 mines. A good tactic for defeating this, is to have two engineers go together, and one heal the other as the mines go off. that way you don't have to spend forever to defuse mines while being picked off.

A well placed Havoc/Sakura can ruin the day of just about any aircraft in the field without being crushed, due to the tunnel entrances protection.

I like to get the weapons factory from above via the ramps up there. by the time GDI realizes where the Nuclear Weapon really is, it's FAR too late.

I really love this map. I wish it was on servers more.

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Subject: Glacier Flying tactics.

Posted by [mrpirate](#) on Thu, 06 Mar 2003 14:30:23 GMT

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When you are GDI, try crouching behind the Barracks sandbags at the start of the game and shooting into the tunnel. You have infinite ammo and it's tough to take damage. I've racked up 6 or 7 kills a game doing this.

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Subject: Glacier Flying tactics.

Posted by [Griever92](#) on Fri, 07 Mar 2003 03:15:52 GMT

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Team:GDI

Get an Orca, or whatever you want (Orca works best for me). First disable the Turret, then just fire away at the Airstrip, without repairing, should be gone in about a minute. Bring some Backup with you for those pesky apaches that come after you.

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Subject: Glacier Flying tactics.

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 12:04:55 GMT

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When on GDI go to the opening near the Obelisk and run to the right there you can dash straight in to the refinery without dying it works best to get a high health character just in case...

Oh and I am not sure how to get there because Glacier confuses me but there is an opening that allows you to dash straight in to the infantry barracks without being hit.

-Sk8rRIMuk

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Subject: Glacier Flying tactics.

Posted by [mrpirate](#) on Sun, 09 Mar 2003 21:20:22 GMT

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You can get the WF on Nod if you take two Technicians and repair each other as the AGT hits you. You can also make it with a SBH and a nuke, but you can't get in the WF that way.

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Subject: Glacier Flying tactics.

Posted by [\[sg\]theOne](#) on Sun, 09 Mar 2003 23:30:35 GMT

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mrpirateYou can get the WF on Nod if you take two Technicians and repair each other as the AGT hits you. You can also make it with a SBH and a nuke, but you can't get in the WF that way.

I don't know how this has slipped past me, have you tried 2 hotties/techs rep'n each other on other maps like Under/Field ? Im going to definatly try this later !!

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Subject: Glacier Flying tactics.

Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 18:59:58 GMT

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Just remebered another if you are GDI go to the back of NOD's base hug close to the wall on the right and you can get behind the HON and in to it without being hit at all by base defences...

Use the ladder on the side to jump in as there is likely to be no proxy mines in the window area there...

YOu cna dash from the front of the HON to the obelisk easily aswell but be careful for those bloody turrets which are a pain.

-Sk8rRIMuk

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Subject: Glacier Flying tactics.

Posted by [Deathgod](#) on Tue, 11 Mar 2003 07:43:59 GMT

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I like grenadier rushing the Airstrip right away, as two grenadiers can kill it from outside by sitting on the bridge above the turret and firing at the landing area. Two grenadiers can kill it with almost all their ammo, 3 can do it faster, and 4 or more means it's pretty much gone before anyone can react.

You can do the same thing to the refinery and the Hand, although you have to be careful by the hand not to walk into the ob's line of fire.

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Subject: Glacier Flying tactics.

Posted by [cheeta30](#) on Wed, 12 Mar 2003 12:51:50 GMT

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if you're on GDI, you need to mine the tunnel in front of the barracks right away, because Nods can come trough the tunnel into the barracks without getting hit.  
But if you're on Nod you need to mine the entrance's of the refinery, because they can walk into

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the ref, without being killed by the obelisk. then go into their barracks through the tunnels and c4 the terminal to destroy it

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Subject: Glacier Flying tactics.  
Posted by [kawolsky](#) on Sat, 15 Mar 2003 21:53:56 GMT  
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Sk8rRIMukWhen on GDI go to the opening near the Obelisk and run to the right there you can dash straight in to the refinery without dieing it works best to gte a high health characte just incase...

Oh and I am not sure how to get there because Glacier confuses me but there is a opening that allows you to dash straight in to the infantry barracks without being hit.

-Sk8rRIMuk

I also think the refinery sneak one is good. :sneaky:

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Subject: Glacier Flying tactics.  
Posted by [BgMcLarge](#) on Sun, 16 Mar 2003 07:09:50 GMT  
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On GDI you can:  
Hit the ref from the GDI bridge (through the snow tunnel infront of Nod bridge) I like to take a med tank and switch between hammering the airstrip/ref to keep the Nod techs buisy.

Tank rush the Ob from far right, but stay out of it's reach. It helps to have Med tanks (good splash damage to kill engrs - aim as low as possible) and engr assistance. Also you can destroy the Nod harv easily here (always a good thing)

If the server allows Ob walking then any building is reachable...esp. the power plant.

Defensivly - mine the ref tunnel entrance good AND the wall path that Nod can get to ref from the tib field.

Nod likes to stank/flame rush the pp so watch out for that.

Snipe from behind crates at end of airstrip, move along wall to junkpile too.

Since the Nod power plant is never mined, you can easily APC rush from far right. An alternative is to APC rush but drive behind pp, plant ion, repair APC and cover the ion.

Ion the ref is easy. Get there either from far right (hug the left wall to stay away from Ob shot) OR

when you're on Nod bridge enter the tunnel behind ref. Don't forget to crouch so Ob doesn't hit you. Also I think you can lon the ref from that tunnel, but I'm not sure.

If you have good sniper cover plant an ion at end of airstrip (via the far-left tunnel or bridge-left tunnel).

If you're on Nod:

Stank rush the pp. Don't forget to destroy that turret behind pp to help sbh sneaking around.

Flame rush the pp. Load engrs in flames too, hopefully 1 will have a nuke. Destroy the turret first if you have engrs so they don't get shot up (or if the engr is smart they will place themself close to turret or behind tank) It doesn't take more than a couple flames, I've seen 2 work fine.

If you get a tank or raveshaw on the GDI bridge, take out that turret between barracks and wep. fact. It will allow a sbh to nuke the wep. fact.

Punish GDI for point-wh0ring your airstrip. They like to do that and they deserve your onslaught. Try to take control of GDI's bridge, it's farily easy to do and really kills GDI's offense. Snipers and Raveshaw's work good for this.

From under the left side of GDI's bridge is a tunnel to far-left of GDI's base. If the turret between W.F. and Bar. is gone, take a SBH+nuke through tunnel, hug left wall. Take the left fork. When the tunnel ends you will have to make a MAD dash for the W.F. You can either run along the wall or straight to W.F. If you use 3rd person view you can peek around the corner and see if the coast is clear too. Once behind the structure you can go up the wall/tunnel ramp (duck for AGT can hit you) and crouch-walk all the way to top of W.F. and plant nuke. You can also drop top of W.F. to back sloping ledge. Either way the weapons factory is toast, GDI never can disarm those nukes.

If you have control of GDI's bridge, take a SBH+nuke to the bridge's doorway to side of barracks. Crawl through the doorway and down stairs. Plant along side of bldg, I like to plant behind the pillar of the ramps to top. Recloak and defend that sucker.

Comanche's are very powerfull if GDI doesn't have snipers (or poor snipers).

Snipers are, like always, very powerfull for both sides. Am I the only person who can write more than 2 sentance replys?

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Subject: Glacier Flying tactics.

Posted by [kawolsky](#) on Sat, 29 Mar 2003 10:54:41 GMT

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Its just tooooooooooo easy to win this map as there is soooo many tunnels.....

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Subject: Glacier Flying tactics.

Posted by [JeffLee67](#) on Tue, 22 Apr 2003 01:23:32 GMT

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My favorite (which I showed Blazer this weekend) is to sneak into Nod's Refinery with some Hotties and blow it up.

As for the Barracks, I always start off with a basic Engineer and line the door jambs with Remote C4. Then I hang out by the PT and wait for my unsuspecting Nod Engineers or soldiers to make it through the door. I got Aurora and a few others many times in a row with this tactic. It lit up the entire front of the Barracks! KABOOM!!! LOL!

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Subject: Glacier Flying tactics.

Posted by [Archcasp](#) on Thu, 24 Apr 2003 13:47:55 GMT

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AS GDI:

Take a hottie (if ur good) and u can place C4 and remote in the REF, it would kill it. And while running out.. you take the walkway (ramp kinda thing) behind the PP.. you can jump right behind it without being killed. Place your proxy and a ion.. most of the time they wont even know it was there, because everyone else is usally attackin hand and or air.

This tactis work 6 out of 10 times.. well at least for me.. (while playing a 10 on 10 game) I took out this 2, plus the AIR going the same way i took the ref, and pp out.

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