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Subject: City . . .

Posted by [Anonymous](#) on Sun, 28 Apr 2002 17:16:00 GMT

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Who thinks the sneak in past the buildings part should only be big enough for infantry . . . that map is almost impossible to win as GDI with 3 or less players.

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Subject: City . . .

Posted by [Anonymous](#) on Sun, 28 Apr 2002 18:12:00 GMT

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I think you hit the new topic button instead of the add reply one...

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Subject: City . . .

Posted by [Anonymous](#) on Sun, 28 Apr 2002 18:22:00 GMT

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For what post?

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Subject: City . . .

Posted by [Anonymous](#) on Sun, 28 Apr 2002 19:07:00 GMT

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Never mind... It is late here, I only read 1/2 of your message... \*slaps self\*-Oh, and it is really easy to win that map with few people... Just get a tech/hot and a chinook and beacon if funds are abundant... Hotfoot it to the power... Set down, if you are Nod, then you will have lots of hps left, and if you are GDI then you will only have a few left, but it does not matter... Plant your nuke/ion or your c4. The first person to the plant will see a chinook just sitting there... \*OOHHHHH, what a nice vehicle\* They will fly off and repair, and since it is like a 2-3 person game, there will usually be only one defender... (If even...) The PP will get destroyed, and you can proceed to the next building if you have supplies to do so. The same tactic works with the APC, but the apc cannot fit into the GDI back entrance, but then again the buggy works just as well in that case. The only use of having a chinook is the "LOOK A HELICOPTER! I WANT IT!" value that keeps at least one defender off your back.[ April 28, 2002: Message edited by: CanadianMonk3y ]

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Subject: City . . .

Posted by [Anonymous](#) on Sun, 28 Apr 2002 19:54:00 GMT

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Actually, i just finished a round of city (3v3) as Nod (i know...) but we were able to get chinook with ~20 armor left, set down, plant beacon, and run over anyone who tried to disarm it with the chinook... \*\*\*\*ed funny it was (this was the plant)

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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.

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Subject: City . . .

Posted by [Anonymous](#) on Mon, 29 Apr 2002 01:09:00 GMT

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I was playing City lastnight. I said "GDI will rush the HON or PP", later I noticed a Humvee and stated "GDI are going for the HON" no one reached it in time to stop it, I was too busy trying to avoid a Havoc. The PP went just two minutes later. What does any of this have to do with the topic, I dont know....But have you noticed PP rushes are becoming rare on CITY now the opening attack is always a Humvee or Buggy rush on the War Fac or HON. [ April 29, 2002: Message edited by: The Argon Array ]

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