
Subject: Good strat on air maps
Posted by [Anonymous](#) on Sat, 01 Jun 2002 13:10:00 GMT
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You know how the doors to the Hand is always mined. well theres away around that. just run up the ramp on the side of the building and jump in the window. then attak the mct and destroy it, then exit the window the same way and then people will go what the heck! the mines are still there and the buildings dead!!

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sat, 01 Jun 2002 13:59:00 GMT
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urm duh!

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sat, 01 Jun 2002 15:45:00 GMT
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heres another tactic, on air maps, you can climb onto the top of hte building so if the opponnet is flamerushing you or just attacking you wit vehicles in general (or planes), and you're an infantry because they die too easily in the open, it's wise to take position on top of a buidling and THEN unleash ur railgun, rockets, lasers and etc. After all the tanks and obelisks and etc. should be taking damage NOT you. This way you will act like a defensive turret. The NOD Airstrip and the GDI Barracks are the best buildings to "mount" because there is nothing blocking your view of shooting in any directions. Also if the tank finds you and tries to kill you; hide, so not only will you not take as much damage if at all, but say he was also battling a tank (or another infantry) it will distract him. It's funny how most people don't take advantage of hte top of buidlings more then as a place to plant your beacons.

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sat, 01 Jun 2002 17:08:00 GMT
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If the enemy had organized enough to mass a attack like to one you mentioned there's a good chance they also have snipers who would be more then happy to see you jumping on top of your building.

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sat, 01 Jun 2002 18:19:00 GMT
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Being on the top of a building can be great for defense. As long as you have a decent gun. I prefer to change buildings when I come down to get ammo or health. Keeps the enemy guessing. There was a guy making fun of me for doing it the other night but I had the last laugh when I became MVP

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 11:13:00 GMT
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quote:Originally posted by Fronrunner:Being on the top of a building can be great for defense. As long as you have a decent gun. I prefer to change buildings when I come down to get ammo or health. Keeps the enemy guessing. There was a guy making fun of me for doing it the other night but I had the last laugh when I became MVPPI highly doubt you were MVP...

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 14:07:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.*****, wanna cookie?

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 15:01:00 GMT
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You guys are WAY off topic. By the way I never see you anywhere else except the forums. where do you guys play on renegade.i play on WOLF 1 and 5 usually

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 15:39:00 GMT
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Whatever! Blunderchicken Remember its watch not wantch

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 16:55:00 GMT
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quote:Originally posted by Fronrunner:Whatever! Blunderchicken Remember its watch not wantchahaaahaha....

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 19:06:00 GMT
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So are you a chicken or just a pu\$\$y ?[June 02, 2002: Message edited by: Fronrunner]

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 19:30:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.OMFG I THOUGHT YOU STOPPED THAT!!!! GOD I HATE THAT!!!!

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 19:36:00 GMT
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quote:Originally posted by silentson:OMFG I THOUGHT YOU STOPPED THAT!!!! GOD I HATE THAT!!!!
.....BTW: I thinks Osama Bln Laden should die

Subject: Good strat on air maps
Posted by [Anonymous](#) on Sun, 02 Jun 2002 21:11:00 GMT
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quote:Originally posted by Fronrunner:So are you a chicken or just a pu\$\$y ?[June 02, 2002: Message edited by: Fronrunner]lol, I'd say i'm a Chicken (you know, the one that poops on your head).So are you a dink or a bum?

Subject: Good strat on air maps
Posted by [Anonymous](#) on Mon, 03 Jun 2002 00:09:00 GMT
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quote:Originally posted by FHATODude:heres another tactic, on air maps, you can climb onto the top of hte building so if the opponent is flamerushing you or just attacking you wit vehicles in general (or planes), and you're an infantry because they die too easily in the open, it's wise to take position on top of a buidling and THEN unleash ur railgun, rockets, lasers and etc. After all the tanks and obelisks and etc. should be taking damage NOT you. This way you will act like a defensive turret. The NOD Airstrip and the GDI Barracks are the best buildings to "mount" because there is nothing blocking your view of shooting in any directions. Also if the tank finds you and tries to kill you; hide, so not only will you not take as much damage if at all, but say he was also battling a tank (or another infantry) it will distract him. It's funny how most people don't take advantage of hte top of buidlings more then as a place to plant your beacons.Remember, it's

Nod, not NOD.

Subject: Good strat on air maps
Posted by [Anonymous](#) on Mon, 03 Jun 2002 15:42:00 GMT
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quote:Originally posted by ThunderChicken:lol, I'd say i'm a Chicken (you know, the one that poops on your head).So are you a dink or a bum?What's a dink?

Subject: Good strat on air maps
Posted by [Anonymous](#) on Tue, 04 Jun 2002 20:14:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.It's both, you'd know that if you actually played or paid attention.
