Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Wed, 14 Aug 2002 18:46:00 GMT
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Okay folks, lots of this is known, but I'll say it anyway. 1. When going for an APC rush, check to see if any Nod guys have seen your APC. 2. If they have, IMMEDIATLY CHANGE DIRECTION AND GO FOR HoN WITHOUT THEM SEEING YOU!! (If you are headed for PP)if you were going for HoN in the first place, go for strip.3. When you arrive at HoN, all hotwires get out when APC stops at HoN's back door.4. THE DRIVER MUST STAY IN AND BLOCK THE BACK DOOR5. When biulding is gone, and some fo you still have c4, immediatly go for OB6. If no one has c4, try to go to APC and try to escape. (If APC driver did as should, jump out HoN windows at back to get in.7. If APC is gone, stay in HoN as a group and kill who ever comes in it, or make sure you die from the OB so Nod gets no points for killing you8. If you go for the Airstrip, have APC, block door, some one mine door while others plant c4, then plant your c4, and blow the biulding.9.If c4 is left over go for OB, if not stay and kill people, or get killed by OB so Nod gets no points from your deaths.I wish people would APC rush like this, doesn't take much team work, and can kick ass if done right   Thank you for reading, post additional tactics to do if you want, and some constructive feedback, not just saying, NO TEAMWORK IS AROUND CAN'T WORK! Support your reasons. Oh yes and also, this will not work every time, remember, it always matters where people and tanks are positioned as well   [August 14, 2002, 18:48: Message edited by: Kirovy1234]

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Wed, 14 Aug 2002 21:58:00 GMT
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bump, come on peeps reply

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Wed, 14 Aug 2002 22:38:00 GMT
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NO.

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Wed, 14 Aug 2002 22:45:00 GMT
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lol, you just did sucker

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Thu, 15 Aug 2002 09:08:00 GMT

Interesting tactic -needs teamwork -- lacking in most servers...also - the BD'ers on the game would block you from gaining access to the rear door with their own APC and stop allow the obi/sappers to destroy you - if there any good.Plus - the HoN should be mined to prevent the enemy sappers from coming in.... Which means that the mines are spread out to take out multiple sappers incoming...but of course - this defense requires teamwork also...To improve on this tactic - you should have MULTIPLE points of attack --- say 2 APV's running in from seperate directions...Best case - you seperate the defenders and be attacked by less force ---Worst case - your base is undefended from the same thing....   [August 15, 2002, 09:10: Message edited by: StoneRook]

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Thu, 15 Aug 2002 13:45:00 GMT

Like I said, it also depends on where things are placed

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Mon, 19 Aug 2002 15:53:00 GMT

I have another tactic. Only requires 1 Hotwire o destroy the Hand of Nod, Obelisk of Light or the Airstrip. (****...thinking of this makes me wanna go back to TD...AGAIN!) All you need to do is sneak under nods bridge to the next skysc|2aper. Then avoid the turrts fire. Then sneak around the corner under the ramp to the top of the skysc|2aper. Then make a mad dash for the Hand of Nod door or the left side ramp and jump through the windows. If you want to blow up the Obelisk, run from front entrance of the Hand of Nod to the Obelisk of Light. If you want to reach the Airstrip, run from the Obelisk of Light to the Airstrip front entrance. Will always work as long as minimal enemies spot you and there is a low ping/fps.

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Mon, 19 Aug 2002 15:57:00 GMT

Another Tactic for City is to get a Nod Buggy. Get a Technician and get in the Buggy. Then sneak under GDI's bridge and past the secons skysc|2aper. Then to to the Weapons Factory rear and blow it up. OR, continue straight for the Tiberium Refinery's rear. OR, go to the Power Plant. If the Buggy has less then 75 HP left, repair it to half HP then continue. I'd suggest going with a partner and take out the Power plant and the Weapons Factory or the Tiberium Refinery.

Subject: APC rushing as GDI on City Flying

Posted by Anonymous on Mon, 19 Aug 2002 16:01:00 GMT
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A Tactic for Field now. Get a Howtire and sneak to The right-side tunnel leading to Nod's base. Sneak to the first rock, then the second one. Pause at each rock. Then jump onto the small ledge by the Tiberium Refinery and jump over the ramp. Then blow the thing to hell. You can also do the "Drunken Master" dance all the way to the Obelisk of Light and just run to the Hand of Nod or Airstrip as the Obelsik of Light Can't fire immediatly at targets at its base. [August 19, 2002, 16:06: Message edited by: Arrow]

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Mon, 19 Aug 2002 16:06:00 GMT
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A Tactic for Nod on Field requires a bit of teamwork but is never expected. Get a Technician and a friend to go to the left-side GDI tunnel. Run from the tunnel directly next to the Tiberium Refinery. Then "mount" your friend to jump over the wall. To "mount" a friend, you have to jump (against corner for best results) and have your friend simply run behind you. Hopefully, GDI won't catch on right away. If someone starts running after you, Hide between the Silo and the Tiberium Refinery and the one left on the outside place c4 on the silo and detonate his remotes. Then GDI will think its a desperate man wanting points. [August 19, 2002, 16:08: Message edited by: Arrow]

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Tue, 20 Aug 2002 10:36:00 GMT
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Blazer had the same ideas...

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Tue, 20 Aug 2002 12:39:00 GMT
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You seem to have many ideas

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Tue, 20 Aug 2002 18:22:00 GMT
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wish there was something i didntknow here *sigh* they are good tactics though, the field adn city ones that is..

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Wed, 21 Aug 2002 23:42:00 GMT
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i knowi know, but, it seems that there are fewer things to discover now   there are things i know
how to do that MOST (nitice the most) dont, but they are hella hard to do, such as how to get in
GDI's PP on under, hard to do (if u have any lag you wont make it) but a great tactic

Subject: APC rushing as GDI on City Flying
Posted by Anonymous on Thu, 22 Aug 2002 00:25:00 GMT
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It's not just for you