
Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Sat, 23 Nov 2002 10:26:00 GMT
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Hey rather than flaming this map for its bugs,Lets talk all the tactics and strategies needed for defence and attacking on this map!Btw this is one hella of a map!GDI1.few mines are neede for the tunnel leading to the infantry barracks.2.Use the bunker for sniping.Its a great place.3.What else? [November 23, 2002, 10:29: Message edited by: Rainaz]

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Sat, 23 Nov 2002 10:41:00 GMT
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I like the fact that both teams can get to all but 1 building of the opposing team with base defenses up with out vehicles. Well GDI can beacon Airstrip but I dont think they can C4 it though. Nod can't make it to Power atleast not to my knowledge. [November 23, 2002, 10:42: Message edited by: Slam]

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Sat, 23 Nov 2002 10:53:00 GMT
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GDI can also get into the hand of nod and c4/beacon it.

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Sun, 24 Nov 2002 00:09:00 GMT
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I don't see how you could get into GDI's PP without vehicles.You can also easilly snipe anyone taht attempts to beacon the Air Strip.

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Sun, 24 Nov 2002 00:50:00 GMT
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You can waste the Nod turret by the little bridge without it being able to shoot back at you in the orca Even still it took me way to long to set myself up for it so its not really a good tactic, more along the line of cheap newb

Subject: Tactics for glacier_flying

Posted by [Anonymous](#) on Mon, 25 Nov 2002 13:02:00 GMT

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I hate the little guard towers GDI has!! But I do have tactic (this only work when GDI distracted)Flame Rush AGT. Be Techie. When your tank half dead from Guard Towers, get inside AGT. C4 it. Repair your tank from door. Get back inside. Then, take out towers one by one. I did this, it works.

Subject: Tactics for glacier_flying

Posted by [Anonymous](#) on Mon, 25 Nov 2002 15:45:00 GMT

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quote:Originally posted by LazrClawz:I hate the little guard towers GDI has!! But I do have tactic (this only work when GDI distracted)Flame Rush AGT. Be Techie. When your tank half dead from Guard Towers, get inside AGT. C4 it. Repair your tank from door. Get back inside. Then, take out towers one by one. I did this, it works.You're kidding me, right? The Guard Towers are the best defense besides the Advanced Guard Tower. The Guard Towers provide additional automatic weaponry support for GDI and are especially useful if GDI loses the AGT... As stealth units will be picked up and shot at.Are you ****ting me on this last part? Who in their right mind gets out of their tank INSIDE THE ENEMY BASE to repair it?! They'll just steal the tank and blow you up before you take down the AGT!Just remember, I placed the Guard Towers so they would provide maximum weapons coverage for GDI... I was sick of Nod having extra defenses while GDI had nothing but the AGT. I believe I balanced out the map quite well. [November 25, 2002, 15:46: Message edited by: aircraftkiller2001]

Subject: Tactics for glacier_flying

Posted by [Anonymous](#) on Mon, 25 Nov 2002 18:09:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by LazrClawz:I hate the little guard towers GDI has!! But I do have tactic (this only work when GDI distracted)Flame Rush AGT. Be Techie. When your tank half dead from Guard Towers, get inside AGT. C4 it. Repair your tank from door. Get back inside. Then, take out towers one by one. I did this, it works.You're kidding me, right? The Guard Towers are the best defense besides the Advanced Guard Tower. The Guard Towers provide additional automatic weaponry support for GDI and are especially useful if GDI loses the AGT... As stealth units will be picked up and shot at.Are you ****ting me on this last part? Who in their right mind gets out of their tank INSIDE THE ENEMY BASE to repair it?! They'll just steal the tank and blow you up before you take down the AGT!Just remember, I placed the Guard Towers so they would provide maximum weapons coverage for GDI... I was sick of Nod having extra defenses while GDI had nothing but the AGT. I believe I balanced out the map quite well.To bad you couldn't make the AGT only shoot missiles, I want it to be more like Tiberium Dawn =O. Shoot 2 missiles too, just make sure the missiles due 1/2 the damage as they did with 1 missile.The Gaurd Towers are also from TD, they were very help full when you lost power to your base. The only thing I miss off them is that annoying sound they made in TD when they shot, lol! [November 25, 2002, 18:14: Message edited by: generalfox]

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Tue, 26 Nov 2002 05:18:00 GMT
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I have played the map only a hand full of times with 30+ players, and for me, thats to much.. as I get a max of 5 FPS with a game at 34 players in The Pit. Since I get 20-30 FPS in any other 30+ person map I would just assume skip it. However, back to the topic The 6 or so times I have played it nod rushes the barracks and successfully destroys it, setting the overall mood for the game, ending in victory. Arts gathering at the GDI tib field can usually get a few shots at the PP and (if GDI catches on before its destroyed) back off and pummel the harvester for awhile. GDI has a nice spot between their barracks and refinery on the ramp to peg away at the air strip with MRLS, as well as a spacey area by the nod tib field to give the obelisk a quick punishment. GDI using a sniper or two behind the air strip (out of range of the ob) can annoy the **** out of nod and create a good diversion for a flood on the other side of the map. The map is big enough and each base has enough entrences where humvee/buggy rushes can be quite successfull as often as you can afford them, unlike many other boards. Those are just the things I look at to win the game when I can be bothered enough to try and play the map Maybe if could afford a new processor and video card I would like it more on the larger games.

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Tue, 26 Nov 2002 09:09:00 GMT
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I have found a "cheap" way of smoking the turret by the the strip from above with a free charachter. Get on that upper ramp, go to the edge and lob your timed c-4 on top of the turret. Can't defuse it, and then you can finish it off with more c-4, or the grenade launcher. No money involved. [November 26, 2002, 09:10: Message edited by: KIRBY098]

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Tue, 26 Nov 2002 10:58:00 GMT
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quote:Originally posted by KIRBY098: I have found a "cheap" way of smoking the turret by the the strip from above with a free charachter. Get on that upper ramp, go to the edge and lob your timed c-4 on top of the turret. Can't defuse it, and then you can finish it off with more c-4, or the grenade launcher. No money involved. Perhaps getting rid of that baddy in the first rush and then saving for a ion strike to place at the end of the strip would be a good idea. Probably best to have some company come along with ya, maybe a sniper to idle on the bridge and peg off engi/techs.

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Tue, 26 Nov 2002 11:28:00 GMT
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Yeah, that's why I tried it to begin with. I can't lon the strip without that dam gun firing. If you can

get Nod without vehicles early, they are definately at the disadvantage. It seems like there are 500 entrances to GDI, and one to the Nod base. I need to explore more.

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Tue, 26 Nov 2002 15:22:00 GMT
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knocking out the Refinery early is also bad as long as starting credits is low.1. sniper could cream anyone attempting to beacon the end of the strip. But no one on Nod seems to do that. [November 26, 2002, 15:25: Message edited by: generalfox]

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Wed, 27 Nov 2002 07:38:00 GMT
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After many frustrating bouts of trying to blow up buildings sneaky like, I have relegated myself to anti-vehicle infantry duty. I was hunted down by a helo 4 times last night. Usually they ignore the free units, so I figured I'd get a rifle infantryman and ion the airstrip. 4 beacons gone. (I think negateGDI is psychic.) So, now I am dedicating my glacier time to satying in the middle of the tunnels and bridges killing everything that moves with a PIC, or Raveshaw. **** helos!!

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Wed, 27 Nov 2002 09:27:00 GMT
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LOL!

Subject: Tactics for glacier_flying
Posted by [Anonymous](#) on Wed, 27 Nov 2002 13:04:00 GMT
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Yeah I found that Nod can run through the tunnel, and straight into the barracks, & C-4 it. As well, its just as easy to swing around & take out the refinery too.I did this last night, and now realize that if I'm on GDI, tell your team to defend the barracks, until we can put prox mines down in the tunnel. I love the map, keep getting low frames, but sometimes its fine. Good Job ACK!
