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Subject: GDI tactic for City\_Flying  
Posted by [SuperTech](#) on Sat, 12 Jul 2003 17:03:48 GMT  
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Here's a nice tactic for City\_Flying for GDI. Get a humvee and two hotwires. Head for the HON. Go up the ramp and have one hotwire start on the HON's MCT and the other hotwire goes for the obselik. One or both of you will get a building. Usually NOD doesn't expect you in the obselik, so you can usually score that, especially if EVA reports the HON under attack (because she won't report two buildings under attack at the same time).

Here's a short story about a modification of this tactic that happened in a game yesterday. I was an engineer and I had a hotwire in the humvee with me, heading for HON. The hotwire started on HON, I went for the obselik. I got it down to two bars and EVA never reported the obselik under attack, because she announced the HON was under attack. So I just sit in the obselik for a minute and no one notices that the obselik is almost dead. So an engineer comes and starts repairing it. So I start shooting at him and I see a flame tank behind him. I've tried this before and the obselik usually will fry your a\$\$ before you make it, but I figure I'm dead anyway, so I go for it. Score! I make it into a full armored flame tank and take out the obselik with ease (although it did blast me when I got into the flame tank, hehe)

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Subject: GDI tactic for City\_Flying  
Posted by [Aircraftkiller](#) on Sat, 12 Jul 2003 18:55:19 GMT  
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Remember, it's Nod, not NOD.

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Subject: GDI tactic for City\_Flying  
Posted by [Darkeye 35](#) on Sat, 12 Jul 2003 19:37:11 GMT  
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With it being NoD, I take it to be correct to spell Hand of Nod HoN, with the 'o', standing for 'of' still to be the insignificant word?

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Subject: GDI tactic for City\_Flying  
Posted by [Kgboutlaw](#) on Sun, 13 Jul 2003 17:06:05 GMT  
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usually theres these little things called proxy mines in the obelisk back of HON back of pp and back of ref. So ur not going to run into the obelisk

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Subject: GDI tactic for City\_Flying  
Posted by [SuperTech](#) on Sun, 13 Jul 2003 17:27:10 GMT

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Kgboutlawusually theres these little things called proxy mines in the obelisk back of HON back of pp and back of ref. So ur not going to run into the obelisk

You are assuming of course that they have mined these places AND the ramp, which is usually not the case. Also, you can ride the edge of the building and drive past the HON to make it to the airstrip OR obselik OR the front of HON. You can't mine everywhere, cuz you only got 30 mines!

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Subject: GDI tactic for City\_Flying  
Posted by [Kgboutlaw](#) on Mon, 14 Jul 2003 05:56:34 GMT  
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10=power plant  
10= HON  
5=obelisk  
5=refinery  
What does that add up to? do the math before u get smart.

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Subject: GDI tactic for City\_Flying  
Posted by [DukeLeto](#) on Mon, 14 Jul 2003 23:50:49 GMT  
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That's fine if the enemy force isn't led by a human minesweeper. (I volunteer for that one a lot. )

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Subject: GDI tactic for City\_Flying  
Posted by [ohmybad](#) on Tue, 15 Jul 2003 19:42:00 GMT  
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AircraftkillerRemember, it's Nod, not NOD.

Dose it fucking matter? Im sick of this nod shit.

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Subject: GDI tactic for City\_Flying  
Posted by [SuperTech](#) on Wed, 16 Jul 2003 02:35:31 GMT  
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Kgboutlaw10=power plant  
10= HON  
5=obelisk  
5=refinery  
What does that add up to? do the math before u get smart.

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It usually takes a full set of 6 mines to take a hotwire out. You are also assuming that no one else on your team will be mining or using C4 anywhere else on the map. This is a VERY big assumption. More often than not, the first place you mined will start to disappear because some turd on your team is mining other places. Since the HON is a favorite target, you are most likely to mine this building first and these will be the first mines to disappear.

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Subject: GDI tactic for City\_Flying  
Posted by [stahlei](#) on Wed, 16 Jul 2003 12:06:34 GMT  
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That's not right. 5 Mines are enough for a hotwire. But you must not place the mines too close together,

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Subject: GDI tactic for City\_Flying  
Posted by [newcmd001](#) on Wed, 16 Jul 2003 12:30:21 GMT  
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AircraftkillerRemember, it's Nod, not NOD.

Oh man, I was starting to miss this sentence!

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Subject: GDI tactic for City\_Flying  
Posted by [kawolsky](#) on Mon, 28 Jul 2003 18:58:50 GMT  
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NOD

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Subject: GDI tactic for City\_Flying  
Posted by [tufdude45](#) on Thu, 31 Jul 2003 16:46:02 GMT  
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ummmm if you were a hotwire how come u weren't able to take the obby out without the use of a flamer? and no offense but....Nod musta really sucked. btw most of us knew this trick already.

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Subject: GDI tactic for City\_Flying  
Posted by [tufdude45](#) on Thu, 31 Jul 2003 16:49:12 GMT  
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LOL i also noticed that that's like all aircraftkiller ever says, Remember it's Nod, not NOD. \*cough\*

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\*cough\*

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Subject: GDI tactic for City\_Flying  
Posted by [Homey](#) on Thu, 31 Jul 2003 17:13:58 GMT  
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6 at each pp door, 6 at back of ref, 6 in ob and 6 in air. Hand is not worth mining. You have to use 18 mines in the hand so no one will get in.

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Subject: GDI tactic for City\_Flying  
Posted by [t1000n1](#) on Wed, 24 Sep 2003 08:40:29 GMT  
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Kgboutlaw10=power plant  
10= HON  
5=obelisk  
5=refinery  
Wh at does that add up to? do the math before u get smart.

SO....your airstrip isn't mined???BOOOOOMMM!!!

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Subject: GDI tactic for City\_Flying  
Posted by [azngqboy](#) on Sun, 30 Nov 2003 17:29:16 GMT  
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ok .. ill tell u a little story, it was canyon (i cant spell) .. we took 2 ppl, i a engineer, him a hotty, (we are GDI hehehe) i blow my self up by running into the mines and he jsut walks in .. cause nod thinks i was the only one in the apc ... poor them ... boom bub bye refinery!

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Subject: GDI tactic for City\_Flying  
Posted by [Jaspah](#) on Sun, 30 Nov 2003 20:52:08 GMT  
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t1000n1Kgboutlaw10=power plant  
10= HON  
5=obelisk  
5=refinery  
Wh at does that add up to? do the math before u get smart.

SO....your airstrip isn't mined???BOOOOOMMM!!!

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How do you expect to get into airstrip on C&C\_City. Obelisk is guarding the door. :rolleyes:

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Subject: GDI tactic for City\_Flying  
Posted by [azngqboy](#) on Mon, 01 Dec 2003 04:33:19 GMT  
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well this sounds like me being a noob, but hey, ive seen apc rushes, and meduim get there tryin to kill light b4 the power plant (because u cant repair what is being blown up, after all rockets kill waht ever is inside) then i see them run to the airstrip (unmined for above reason) and !boom!

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Subject: GDI tactic for City\_Flying  
Posted by [MyTrust](#) on Mon, 22 Dec 2003 18:43:49 GMT  
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j4S[p]t1000n1Kgboutlaw10=power plant  
10= HON  
5=obelisk  
5=refinery  
Wh at does that add up to? do the math before u get smart.  
  
SO....your airstrip isn't mined???BOOOOOMMM!!!

How do you expect to get into airstrip on C&C\_City. Obelisk is guarding the door. :rolleyes:  
  
easy orca on strip side (maybe 2 if many players)

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Subject: GDI tactic for City\_Flying  
Posted by [SuperTech](#) on Tue, 23 Dec 2003 19:52:10 GMT  
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BTW, I tried my technique again today and it worked like clockwork.

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Subject: GDI tactic for City\_Flying  
Posted by [sniper12345](#) on Sat, 27 Dec 2003 12:41:18 GMT  
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AircraftkillerRemember, it's Nod, not NOD.

NOD

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Subject: GDI tactic for City\_Flying  
Posted by [t1000n1](#) on Wed, 01 Dec 2004 03:50:43 GMT  
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MyTrustj4S[p]t1000n1Kgboutlaw10=power plant  
10= HON  
5=obelisk  
5=refinery  
Wh at does that add up to? do the math before u get smart.

SO....your airstrip isn't mined???BOOOOOOMMM!!!

How do you expect to get into airstrip on C&C\_City. Obelisk is guarding the door. :rolleyes:

easy orca on strip side (maybe 2 if many players)  
ughh... u know the ob can only shoot once before it charges up right...one hotwire and one humvee is enough from strip or hand side.

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Subject: GDI tactic for City\_Flying  
Posted by [Hulkcore](#) on Tue, 07 Dec 2004 01:43:57 GMT  
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Kgboutlaw10=power plant  
10= HON  
5=obelisk  
5=refinery  
What does that add up to? do the math before u get smart.

A dead Airstrip? Drive on outside of Hand, the obby will shoot your hummer when you get about directly infront of it, and you will get into door of air before it's charged again.

A dead hand if they bring more than 1-2 hotties or have an apc.  
A dead obby if they bring more than 1-2 hotties or have an apc.

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Subject: GDI tactic for City\_Flying  
Posted by [TankClash](#) on Tue, 07 Dec 2004 18:49:36 GMT  
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This is an old topic... but since someone else revived it...

Tactic is.... Give me an Orca and GDI will win the game.

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Subject: GDI tactic for City\_Flying

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Posted by [karmai](#) on Wed, 08 Dec 2004 17:02:47 GMT

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2v2- Orca + Sniper(with apc)  
3v3- Orca + Sniper(with apc) + Med tank  
4v4- Orca + Sniper(with apc) + 2 med tanks  
5v5- 2 Orcas + Sniper(with apc)+ 2 med tanks

Higher than that is a ladder game where you can get absolutely no team play, I always just get an orca and gather up major kills/points.. That is if I ever play in ladder servers. The games above I was talking about clanwars usually, which I find nod to be a bit better in games higher than 3v3 just because of the light tanks.

The sniper on city fly really controls the game, if the sniper dies on nod gdi will easily take the field

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Subject: Re: GDI tactic for City\_Flying

Posted by [platehead](#) on Sat, 10 Mar 2007 00:17:28 GMT

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just get orca, go behind the hon without getting shot and rush the ob, this is not cheating

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Subject: Re: GDI tactic for City\_Flying

Posted by [Crusader](#) on Sat, 10 Mar 2007 01:44:25 GMT

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