Subject: City_Flying/City Tatics
Posted by SencneS on Tue, 18 Mar 2003 03:56:59 GMT
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Here are a few from the WL hand book. (Can't wait for the responce)

City_Fly ONLY:-

You don't need a hum to get into the hand or even a tank. It's tricking and it's not really a cheat. If you walk around the side the big building as a hotwire looking to get in the hand. You can make on foot.

Real simple. Run from the around the corner and hide for 3 seconds under the stairs behind the Hand. NOT the hand stairs the one by the big building. Believe it or not the OB will NOT hit you in here. However the little turrent can so don't stay there too long. Wait about 2-3 seconds and run for the hand. NOT backwards just run stright for it. About 65% of the time you'll make it in. Sometimes you have to use the Lefthand stairs on the hand to get in. I'd like to point out this is NOT ob walking. OB walking is walking backwards to trick the Ob from shooting at you on a lagged server. Because you don't need to run backwards to get from under the stairs to the back of the hand this is NOT cheating, as in OB walking.

Second.. This one takes an increadible amount of practice and only works probably 30% of the time. I came up with it, I have never seen anyone else use it.

Getting to the Air from as a hotwire from the OTHER SIDE of the air strip. Admitatly you can use the above tactic to make it into the OB then run to the air. But here is another.
On the Airstrip/powerplant side move around the corner as if you are running towards the OB. NOT THE AIR STRIP THE OB. So the Left hand side of the big building on the air strip side.

When you round the corner you will see a light post right there. No here is the tricky part. You have about 2 seconds to run so the light post is blocking to very tip of the red part of the OB. Believe it or not you can get to the light post without being hit. I've been there for like 3 minutes once crouched down in a clan game while I saw the other clan get read for a flame rush. They never saw me. Anyway in front of the light post and between the OB is one of those usless stands that inf use to protect thenselves from tanks and stuff... Run to the RIGHT of the poll to the wall section of the little bunker. Now for probably the hardest part.. You have to get on top of the stand and crouch down below the wall on the top. When then you can make it stright shot to the light post by the Air Strip. Then you just run on into the door.

Sounds extream and a lot of work when a hummer from the right side of the stip and hotwire can get to the air no problem. But out of the 10 of so times I have tried this I have killed the air 3 times. Never died by the hands of a enemy though always the OB.

GDI Entrance :-

Countless ways to get in it's not funny. Any tank, of anything can get in to GDI's base. What you do there is another story.

I like this one because it can be use on a huge amount of maps. You lost your Hand so you can't single handledy kill a building with C4. No problem if you still have your air strip get yourself a stank, and an eng. All you got to do is make it to the ref. it's hard because you will light up. But when timed out you can make it and hide back there until the cost is clear.

Get out of your stank repair it, run into the ref throw your timed on there and remote.. Jump back in your stank. Wait for the timed to blow, jump out blow your remote, jump in and hit the ref with your stank. Because its already pretty damaged it's doesn't take much to kill the thing. 90% of the time you will take out the ref. IF you got back there unseen. Usually it's a 50/50 tactic. You can also do the same for WF and Power. but No one really runs around behind the ref much.

Important thing here is. You can hit the power from where you are aswell with out the AGT hitting you. Lastly, don't get the GDI bums get any points off you, stand in the line of the AGT if you are overpowered. Let it kill you and your stank. GDI don't get points for it.

SencneS