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Subject: Nod Strat On Islands

Posted by [Anonymous](#) on Sat, 27 Jul 2002 22:07:00 GMT

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I see how it works and it will definily catch GDI when they are trying to defend the tunnel. The Nod have to be well coordinated while GDI is sloppy. The money comes in quite quickly on island and complex so money is not an issue. You can get 3 to 4 loads from harvy in 5 min that will be about 900 + the money comes in automatically. Getting 8 flame tanks and requires about 1 to 2 min of building flame tank. That means they will have time for the nukes. A total of 21 player out of 24 or 25 player is used. I guess the stealth is coming from the tunnel or is already in GDI base. The GDI probably will have MRLS or gunners camping in the base hitting the Hand or have to have a tech repairing it. Leaves 2 or 3 men left. Assume one get Mendoza and the other as Sakura while the flame resh and they have to guard the tunnel. If GDI as not a team of n00bs. They will have med tanks out in the way and MRLS. They will take the tunnel with Gunner and patch and rush to the Hand and air strip which can be blown up in no time at all. The conclusion is that it depends on the number of n00bs in each team to have it work or not.

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