
Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 14:31:00 GMT

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quote:Originally posted by Tyrant *Beo*:The stealth troopers are for wussies. NOD is a beginner's team, with the cheap flame tanks and the laser gunner. Now, GDI needs skill to play with. NOD is always too occupied trying to set up a big rush, but with GDI, one or two INFANTRY can take out half their base. On Under, I was a GDI sniper, killing anyone that came out of the back entrances, and our scout (now THAT's teamwork) reported 4 flame tanks coming up the hill, with 2 engines. We got 2 med tanks and an mrls, and I had gotten a reasonable amount of money from sniping, so I switched to a hotwire, bought a beacon and snuck out the back entrance. Their back entrance was mined, but not well. I took out the mines, ran to the bottom exit and ran, and ducked behind the rock. I got back up, ran, ducked behind the rectangle thing. I ran across to the HoN (The obelisk was too slow, and I timed it so that the turrets were facing the other way) and once I got to the HoN, I could easily walk to the PP without being seen by the Obelisk. I planted some mines at the PP entrances, put my beacon in the gap of the PP, and put one mine on it. I then put all my C4 on the MCT and blew up the remotes. The engines ran to fix the MCT, while one looked for the beacon. They took out the mines at the PP entrances, but the one near the beacon blew up an engine. And so, the PP blew up, my team cheered, and I finally got squished by an APC, who found me shooting my pistol off. One of my teammates organised another sneak in op. and I joined him. He took on the Ref, and I blew up the air strip. We couldn't succeed in blowing up the HoN, but we still won, and I got MVP. Hmmmm so what you're saying is that GDI is better because: a.) they have an infantry that can blow up a building, and can carry a beacon. b.) they have a sniper c.) it's possible to use someone as a scout, but only with GDI
