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Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 15:58:00 GMT

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I would say take out Power is the most important. When the power is down base defence no longer works and their cost is double. They have to spend so much money just to buy a buggy. It will hinder the GDI more as Med tank will cost 1600 and Mammoth at 3000. Same for Nod things become expensive you want to conserve money. The next target should be refinery this will totally make them have no money to buy anything even a hotwire/tech becomes expensive. The next should be barrack or The hand to remove the more powerful infantry as infantry is a lot harder to hit compare to tanks. If they have large number of Raveshaw and Mendoza and Sakuza is a lot harder to deal with compare to an artillery or flame tank. The next will be doing constant damage to the remaining building from long range using tanks and using a bunch of unit to try to plant beacon at the end of game thingy. Most of the opposing team will try to repair the building because they still have a chance to buy a tank or something like that and will be eng trying not to lose the air strip or war fact. When they hear a beacon is deployed some of them will try to disarm the beacon and come out to find it. Either thier war fact will be blown up or the nuke or ion cannon will hit.

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