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Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 15:13:00 GMT

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quote:Originally posted by Krexxor:what u are saing is all wrong ...if you are playing in a map where u have defens ... u sould always go for the factory/airstrip try taking out the guard tower with only infantry What you are saying is wrong. If you are playing on a map where you have defense, you should take out either the power plant or the AGT/Obelisk first, then run rampant through the base.If you are playing on a map without defense, you need to take out the Hand of Nod as soon as possible to stop Stealth/Nuke runs.If you're going for the airstrip/factory on a base with defenses, you're not a very good team player, are you?

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