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Subject: Re: NOD VS. GDI?

Posted by [PlastoJoe](#) on Mon, 27 Mar 2006 05:20:59 GMT

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In my experience on Islands, once an Airstrip or Weapons Factory goes down the game is over for that team. Vehicles make such a difference on this map in particular since there is no easy way for a unit to make its way into the base, despite the fact that there are no automated defenses. The underground tunnels and seawalls are pretty easy to mine and there is a pretty sizeable distance to cover from any rocks near the main entrance to the closest building.

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