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Subject: Re: NOD VS. GDI?

Posted by [Goztow](#) on Mon, 27 Mar 2006 08:14:07 GMT

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HerrKealf wrote on Mon, 27 March 2006 03:05l don't agree, certainly not on Islands. When a strip of wf goes down on islands and there are some experienced players on the map they will do everything they can to defend the base, because people can't but vehicles the hang around at base defending. Put 2 prototypes on the entrance of the base and 2 hottie at the tunnels and defend. The defending will earn you more money then the team who is driving around in their vech's. Eventually you will in points.

The whole difference is that in public games when the warf/strip goes down, people suddenly start to work in a team. The enemy team who has the "advantage" usually loses its teamwork then.

If both teams use teamwork, the team with strip/wf left should win. Get a couple of good snipers, a shitload of apc's and some nukers and GG.

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