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Subject: Re: Island tactic

Posted by [w0dka](#) on Tue, 02 May 2006 12:49:04 GMT

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pointwhoring on Islands is nearly useless... cause of no base defense and much entrys in 9 out of 10 games it end by base destruction

especially Nod can sneak in with sbh's and blast buildings with timeds or beacons.  
and GDI can dominate the way to Nod really easy with meds/mlrs and maybe a few mammoths  
the only good idea of a pointwhoring gunner is that he keep two guys bussy...someone have to repair, and another one have to kill him = 2guys Nod one guy GDI... good for GDI...

but a Mlrs is more useful...

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