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Subject: Re: Stupid infantry camping

Posted by [w0dka](#) on Sat, 13 May 2006 08:36:34 GMT

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Quote: Anyways, the idea is that in clanwars you play with the best tactics and GDI will win most of the time. (just think Under)

Yes, but there are also Nod maps... for example Islands  
(three words...good SBH rush...)  
... or even Volcano if GDI fails to get a APC to the airfield.

in a standart game GDI wins usually by points, Nod by Base Destruction...thats my experience

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