
Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Wed, 14 Mar 2007 11:09:21 GMT

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Anyone here beating the Brutal GDI AI with Nod consistently? And if so, how do you do it? I can beat the Brutal Nod with GDI after watching some clips of how other people did it and it's fairly straightforward. Expand to another field ASAP, then spam turrets and watchtowers until you can get Sonic Emitters. Put a couple at each place the enemy likes to attack, then build up Mammoths with Railguns and go kill everything.

But Brutal GDI just kills me everytime, with about 30 Predators closing in from all sides. The same tactic doesn't seem to work, because Obelisks are nowhere near as good as Sonic Emitters. Also, I'm not even sure what to build in Nod's late game. The Avatars are so expensive and are not Mammoth Tanks, sadly. Upgraded Scorpions are much more cost effective, but the AI has such a resource advantage, it can still spam enough Predators to beat them. The Stealth Tanks seem quite useless to me, vs the AI at least, because they're way to expensive to keep losing fighting vehicles and aircraft, but the AI knows about all your sneak base attacks too What to do?
