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

Posted by [Creed3020](#) on Thu, 15 Mar 2007 12:54:23 GMT

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Jimbo27 wrote on Wed, 14 March 2007 14:29GDI v Hard Nod,

won in 8 minutes

best strategy is to expand asap down to one of the other tib fields ,build a tech center as soon as possible and build about 3 or 4 barracks and just spam the shit out of zone troopers and have them rally to the enemy base. zone troopers ftw.

They are definatly the best infantry in the game. The one big difference that this game has is that you can't take one elite infantry unit and go and own an enemy base. Like Tanya, or Chronoshifters in RA2.

But those Zone Troopers are bad arse, I love using the jetpacks with them. You can use those packs for awesome surprise attacks.

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