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Subject: Re: C&C\_Drift

Posted by [R315r4z0r](#) on Fri, 21 Oct 2011 14:30:49 GMT

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Nod's base is technically more "open" but not as open to enemy fire. This is because GDI can't fire from off shore. The only way GDI would be able to hit the airstrip is if they either attacked from the front mid-level entrance or the back tunnel entrance. Attacking from the lower level area would put the airstrip out of the line of fire.

GDI's base however, is vulnerable to artillery fire from all angles of the map. The higher level puts the refinery, and barracks at risk and the lower level puts the power plant and weapon's factory at risk. However, seeing as it would be hard for Nod to cover both entrances into GDI's base with strong artillery attacks, it would be easy for GDI to counter artilleries simply by flanking Nod's position.

I see what you're getting at with that infantry only high-area. I'll get back to you on that later since I don't have time to post more right now.

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