
Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 02:07:56 GMT
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GDI gets a big structure that's easy to hit and destroy, with lots of areas to place beacons.

Nod gets a massive, low profile, runway and control tower. Nod gets the better bargain because anything planted there, or any attacks made, must be in the open.

Without that, Nod's vehicles AND vehicle factory will BOTH SUCK.
