
Subject: NOD VS. GDI?

Posted by [Renegade](#) on Thu, 23 Jun 2005 15:51:05 GMT

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in your opinion, which side do you think is better, personally because of the way i play, i like NOD i am always SBH and wait for the other team to get outta their tanks to heal...then yoink. :P:D

Subject: Re: NOD VS. GDI?

Posted by [RTsa](#) on Sat, 25 Jun 2005 16:43:23 GMT

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I like Nod too because of their stealth units. Though I love orcas on city and walls

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Sat, 25 Jun 2005 21:52:15 GMT

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Yeah, Nod is my favorite. I like more so or their different tactics. Most players dont know that you cant just roll in like you can with GDI, you have to have real tactics. Remember, its Nod not NOD.

Subject: Nod VS. GDI?

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 07:08:06 GMT

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Hm. Tough call, really. I've found personal favorite units on both sides.

For the GDI, I generally stick with Sydney or Patch due to the fact their weapons not only have tremendous range, but they have the Tiberium Poison effect as well. I notice that (150 Credit-)Sydney's Tiberium Auto-Rifle seems to pack more punch than Patch's Tiberium Flechette Gun while, of course, Patch's Flechette Gun fires about three or four times faster than Sydney's Tiberium Auto-Rifle. Either works fine for knocking out Infantry, but the Rifle seems to have the needed punch to destroy Hum-Vees/Buggies, Stealth Tanks, and on rare occasion, Flame Tanks. However, Tiberium Weaponry has a serious drawback. . . It obviously won't work that well on Tiberium Mutants or even Nod Chemical Sprayers. In that aspect, anyone on Nod who knows me well -- say. . . SlaughterMortar from the "UNRules.com New Maps Server". . . -- will grab one of the mentioned units and slip in to base. There was this one game where that happened, in fact. No one took the Northern(I think) passage on defense.(Hell if I know what everyone else was doing. . .) I was a Sydney, and two Initiates came wandering into the territory. I grabbed my Pistol, but they tore me a new radiated hole before I could even fire the first shot.(Stupid me, not expecting a Tiberium mutation invasion, I never bothered to prime my Pistol.) I also like Dr. Mobius because of his deadly and rapid-firing Auto-Volt Rifle, but enough about the GDI. As for Nod units. . . The Black Hand unit with the Laser Chain Gun or Mendoza(see Patch and Mobius above) or the Stealth Black Hand unit. Being sneaky is fun. I don't usually try and steal

vehicles, but I do keep an eye on things in some games. Depends on what I'm doing. Sometimes I sneak into the opposing base and just keep an eye on things, or sometimes I try being a "Steath Assassin". Rarely will I grab a Sniper Rifle, hit the Scope, and sit there stealthed. I find my lack of evasive mobility very stifling. And then there's the "cheapo" Nod Chemical Sprayer unit. Immune to Tiberium, medium range, pretty powerful damage. . . Damned fine unit for making Capture the Flag runs, really. Hee hee.

Moving on to vehicles. . . Light and Medium Tanks appeal to me because they're tough and they do medium structural damage. The Mobile Rocket Launching System(or is it Multiple Launched Rockets System?) truck and Flame Tank are good for sheer devistation purposes. Oddly, the Stealth Tank doesn't really appeal to me. If it stayed cloaked when you hopped out, that'd be nice. I s'pose it's okay for spying purposes, and the missile weapon does equally okay damage. . . But I dunno.

Subject: Re: NOD VS. GDI?

Posted by [Ma1kel](#) on Wed, 06 Jul 2005 11:17:14 GMT

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I like Gdi, Because the MRLS is very effective to use in a early rush. But I also like Nod, because because of the Stealth Tank which can be deadly if ussed in a rush on maps like Under and Field.

Subject: Re: NOD VS. GDI?

Posted by [Sir Kane](#) on Fri, 12 Aug 2005 19:07:28 GMT

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I like Nod just because of the great anti vehicle infantry (Laser chaingun in particular).

Subject: Re: NOD VS. GDI?

Posted by [Homey](#) on Fri, 12 Aug 2005 19:43:53 GMT

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Ok lets say you have equal teams, but they're equal and shitty. GDI is better, they're just easier to use, easier simpler tactics and generally have a slight advantage with infantry and tanks. Now, equal teams again, but decent players with sufficient skill, Nod is better. With teamwork Nod is basically unstoppable. Coordinated rushes of all sorts work great.

Overall I would say it depends on the map and team. They're pretty balanced imo

Subject: Re: NOD VS. GDI?

Posted by [Jecht](#) on Sat, 13 Aug 2005 04:50:10 GMT

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GDI ingame, but Nod is way cooler.

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Sat, 13 Aug 2005 10:23:21 GMT

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Please do not bump threads. I know it isnt to much of a bump, but its still more than a month since the older posts popped up, so lets just leave them there.

Subject: Re: NOD VS. GDI?

Posted by [Renegade](#) on Tue, 16 Aug 2005 08:37:57 GMT

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so then are you sayin i cant post on my own thread?

Subject: Re: NOD VS. GDI?

Posted by [Dave Mason](#) on Thu, 18 Aug 2005 15:35:38 GMT

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Lijitsu did not sayYou are not allowed to reply to your own threads

Lijitsu did sayStop bumping old threads

Subject: Re: NOD VS. GDI?

Posted by [gufu](#) on Mon, 29 Aug 2005 21:20:52 GMT

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Let's see:

GDI

Medium Tank

Patch

Mammoth tank

MRLS

ORCA

Guard tower

NOD

Raveshaw

Laser miniguner

Atack cycle

Flame tank

Stealth tank

SBH

IT'S A TIE!

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Mon, 29 Aug 2005 22:43:29 GMT

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I said dont bump old threads. This means you.

Subject: Re: NOD VS. GDI?

Posted by [RyuKishen](#) on Tue, 30 Aug 2005 00:47:21 GMT

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11 days ain't that bad of a bump. I know there's been much worse here on these forums ...

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Tue, 30 Aug 2005 03:53:20 GMT

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This is true, but its still a bump.

Subject: Re: NOD VS. GDI?

Posted by [Spoony_old](#) on Thu, 01 Sep 2005 08:35:13 GMT

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TO THE LYNCHMOBILE!

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Fri, 02 Sep 2005 03:10:44 GMT

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Spoony wrote on Thu, 01 September 2005 04:35TO THE LYNCHMOBILE!
DAMN RIGHT!

I cant believe i didnt think of that. Of all the Batman spoofs i come up with... "Holy Bat shit, fat man." Of course, this implies i watch Animaniacs occasionally. Yes, i do.

Subject: Re: NOD VS. GDI?
Posted by [Aircraftkiller](#) on Fri, 16 Sep 2005 05:15:27 GMT
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Remember, it's Nod, not NOD.

Subject: Re: NOD VS. GDI?
Posted by [Ma1kel](#) on Fri, 16 Sep 2005 11:50:07 GMT
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Yes, Sire! Go suck my dick, Sire!

Subject: Re: NOD VS. GDI?
Posted by [Dave Mason](#) on Fri, 16 Sep 2005 12:39:30 GMT
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Do you ever post more than 1 sentence?

Subject: Re: NOD VS. GDI?
Posted by [RyuKishen](#) on Fri, 16 Sep 2005 13:46:43 GMT
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ACK, that's already been posted in this thread. We don't need it posted more than once.

Don't bump old topics. Thanks

Subject: Re: NOD VS. GDI?
Posted by [Aircraftkiller](#) on Fri, 16 Sep 2005 13:55:49 GMT
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So you want a man to put your penis in his mouth... And that's not gay, how?

RyuKishen: I really don't listen to forum advice directed at someone who's been in this forum since the day it opened in 2001.

Subject: Re: NOD VS. GDI?
Posted by [Renx](#) on Fri, 16 Sep 2005 19:44:36 GMT
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cheekay77 wrote on Thu, 23 June 2005 12:51 in your opinion, which side do you think is better, personally because of the way i play, i like NOD i am always SBH and wait for the other team to

get outta their tanks to heal...then yoink. :P:D

I supposed you whore every weapon you can find, and run away when anyone comes near you. Only firing a shot when you see someone with less than 10hp left.

I like being GDI, because I know my team won't be filled with idiots like that.

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Fri, 16 Sep 2005 20:48:11 GMT

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Renx wrote on Fri, 16 September 2005 15:44cheekay77 wrote on Thu, 23 June 2005 12:51in your opinion, which side do you think is better, personally because of the way i play, i like NOD i am always SBH and wait for the other team to get outta their tanks to heal...then yoink. :P:D

I supposed you whore every weapon you can find, and run away when anyone comes near you. Only firing a shot when you see someone with less than 10hp left.

I like being GDI, because I know my team won't be filled with idiots like that.

I swear to god, I've only done that once. And that was because the Hand of Nod was destroyed, and I didn't have enough cash for a Light Tank. Normally, I'm a Kamikaze Stealth Black Hand. I even Harvester Walked once!

Subject: Re: NOD VS. GDI?

Posted by [Renerage](#) on Sat, 17 Sep 2005 17:06:45 GMT

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a Kami SBH, not a bad idea....and btw, harvy walking.. isnt that illegal in most servers? Now i wouldnt want you breaking the rules Lijitsu

Off topic: Holy shit, ive been gone three weeks and you have gotten up to 912 posts? WTF? and they say i spam....

Subject: Re: NOD VS. GDI?

Posted by [Sniper_De7](#) on Sun, 18 Sep 2005 02:09:30 GMT

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374 Messages(s) (3.3 average messages per day) - you

and yes: I LIEK TEH SbH CUZ UCANN LIKE PUT SUTFFF ON HIM LIEK MINSE
AHHAHAHAHAHAHAHAHAHA
GO Nod!111

Subject: Re: NOD VS. GDI?

Posted by [Dr. Lithius](#) on Sun, 18 Sep 2005 10:05:47 GMT

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How the Hell do you make a "Kamizake Stealth Black Hand"? I get this bizarre image of a Stealth Black Hand with a bunch of C4 on him running into tanks(a'la "Flaming APCs"). But if I recall right, C4 just "floats there" on a Stealth Black Hand, thus making him visible to all. Of course, I could be wrong.

Subject: Re: NOD VS. GDI?

Posted by [Dave Mason](#) on Sun, 18 Sep 2005 11:34:45 GMT

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When c4 is planted on an object that moves (in this case sbh), after a certain distance, they turn invisible.

Don't confuse that with them disappearing. They are still there but invisible.

Havn't you ever done a suicide engi apc rush?

Subject: Re: NOD VS. GDI?

Posted by [DethHydra](#) on Sun, 18 Sep 2005 11:52:18 GMT

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GDI are the best, I love wrecking peoples Stank rushes. Although I havn't played for a long time.

Subject: Re: NOD VS. GDI?

Posted by [Dave Mason](#) on Sun, 18 Sep 2005 12:57:54 GMT

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The REAL Hydra lives!

Subject: Re: NOD VS. GDI?

Posted by [mision08](#) on Mon, 19 Sep 2005 23:53:51 GMT

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Quote:Ok lets say you have equal teams, but they're equal and shitty. GDI is better, they're just easier to use, easier simpler tactics and generally have a slight advantage with infantry and tanks. Now, equal teams again, but decent players with sufficient skill, Nod is better. With teamwork Nod is basically unstoppable. Coordinated rushes of all sorts work great.

Overall I would say it depends on the map and team. They're pretty balanced imo

Homey

I think that is accurate, GDI has a advantage with vehicles so its my preferred side.

Subject: Re: NOD VS. GDI?

Posted by [Renegade](#) on Fri, 14 Oct 2005 23:25:21 GMT

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Sniper_De7 wrote on Sat, 17 September 2005 22:09:374 Messages(s) (3.3 average messages per day) - you

and yes: I LIEK TEH SbH CUZ UCANN LIKE PUT SUTFFF ON HIM LIEK MINSE
AHHAHAHAHAHAHAHAHAHAHA
GO Nod!111

Lijitsu has 1092 at an average at 6.4 a day you idiot.
Pay attention to who your trying to make look stupid.

Subject: Re: NOD VS. GDI?

Posted by [Sniper_De7](#) on Sat, 15 Oct 2005 00:00:03 GMT

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I never said he wasn't spamming.. I said you were... I am particularly saddened that this is your excuse that you aren't spamming.

Subject: Re: NOD VS. GDI?

Posted by [AADude7](#) on Sat, 15 Oct 2005 21:11:57 GMT

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Sniper_De7 wrote on Fri, 14 October 2005 16:00: I never said he wasn't spamming.. I said you were... I am particularly saddened that this is your excuse that you aren't spamming.

Your spamming. Read the fucking topic title, and what he says to post.

I say that Nod is better because of the 2 turrets, oblisk, flame tank, stank, and sbh.

Subject: Re: NOD VS. GDI?

Posted by [AADude7](#) on Sat, 15 Oct 2005 21:13:56 GMT

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I dont like GDI because even though there things are powerful, there slow. The stank is pretty fast and flame tank is a little slow but its packs a punch.

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Sun, 16 Oct 2005 09:30:13 GMT

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There's an edit button on your posts, generally around the "Quote" area.

Subject: Re: NOD VS. GDI?

Posted by [Sniper_De7](#) on Sun, 16 Oct 2005 12:27:07 GMT

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AADude7 wrote on Sat, 15 October 2005 17:11Sniper_De7 wrote on Fri, 14 October 2005 16:00I never said he wasn't spamming.. I said you were... I am particularly saddened that this is your excuse that you aren't spamming.

Your spamming. Read the fucking topic title, and what he says to post.

I say that Nod is better because of the 2 turrets, oblisk, flame tank, stank, and sbh.

<http://img387.imageshack.us/img387/2811/aadude7sl.jpg>

And i already contributed to the topic, by the way. I'll do it again anyways. GDI is dominant on most maps (city fly, field, walls fly, and probably some rush maps like canyon.) note* people think that stanks is superior on city_flying while if your team knows what they are doing than they will prevent any stanks from coming through. Not to mention the orca has an advantage over the apache.

edit: forgot gdi is easily better on under

By the way, nice double post hypowhat?

Subject: Re: NOD VS. GDI?

Posted by [sterps](#) on Sun, 16 Oct 2005 23:24:46 GMT

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GDI is way better, i like its units and well GDI just appeals to me, sometimes when im nod i cant be bothered playing

Subject: Re: NOD VS. GDI?

Posted by [Foxhealer](#) on Sat, 22 Oct 2005 22:57:50 GMT

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My experience has been strictly low player count games, like 3 on 3, or 2 on 2. That might explain where my opinion is coming from.

I think the biggest problem with Nod is their Obelisk. GDI infantry can rush the Obelisk, while the AGT mows down Nod infantry in a matter of seconds. GDI only has to worry about Nod vehicles, while Nod has to worry about both infantry and vehicles, only if the map has the Obelisk and AGT.

Maps without the Obelisk and AGT, I don't know, but I guess Nod should win with their stealth advantage.

If I was going to host a server, and be a jerk, I would alternate the maps based on them having the OB and AGT. I would make sure I had the AGT when I'm GDI. Then the next map when I'm automatically switched to Nod I never have to worry about the AGT, because the map doesn't have it. That way I will always have the advantage.

Subject: Re: NOD VS. GDI?

Posted by [Xylaquin](#) on Mon, 13 Feb 2006 21:33:18 GMT

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Nod all the way!

Subject: Re: NOD VS. GDI?

Posted by [gufu](#) on Mon, 13 Feb 2006 23:31:48 GMT

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f*** nod!

ha!

Subject: Re: NOD VS. GDI?

Posted by [Renerage](#) on Tue, 14 Feb 2006 01:37:58 GMT

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Xylaquin wrote on Mon, 13 February 2006 16:33

Nod all the way!

Honestly, I think GDI would in that if they went after the stank first.....

Subject: Re: NOD VS. GDI?

Posted by [Xylaquin](#) on Tue, 14 Feb 2006 08:05:17 GMT

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not when someone has planted a nuke in the middle of the GDI vehicles (which i did, to which all the vehicles died; although Nod was left scratchless!)

Ah the things i do when the UES AOW/CCM server is down...

Subject: Re: NOD VS. GDI?

Posted by [EA-DamageEverything](#) on Wed, 15 Feb 2006 02:07:21 GMT

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Everytime I look on my website, most of the members like NOD (it's NOD, not Nod! @Aircraftkiller).

So I'm thinking of making a serverside objects.aow (based on the original from the ssaow 1.41) where GDI has a stealthed Patch and NOD has a stealthed Blackhand LCG (both cost 450 Cr). The SBH will be visible to avoid an unbalanced Situation. I'm also thinking of simply stealthing the Officers which cost 175 (instead of the BH/Patch), so stealth units won't be too strong.

See the NOD fans on www.frappr.com/ccr -Over 60%!

Subject: Re: NOD VS. GDI?

Posted by [BlueThen](#) on Sat, 18 Feb 2006 06:39:27 GMT

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I personally choose gdi, because u can organise a mammy rush and totally destroy the other team!!!! But I also like nod when there is no base defences, i get a stealth unit and sneak in a beacon

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Subject: Re: NOD VS. GDI?

Posted by [Dave Mason](#) on Sat, 18 Feb 2006 17:53:21 GMT

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Idiots like you are Renegade's downfall.

Subject: Re: NOD VS. GDI?

Posted by [Phazon87](#) on Mon, 20 Feb 2006 13:37:20 GMT

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bluethen wrote on Sat, 18 February 2006 00:39I personally choose gdi, because u can organise a mammy rush and totally destroy the other team!!!! But I also like nod when there is no base defences, i get a stealth unit and sneak in a beacon

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Wow, you've got to love complex strategies like these.

Subject: Re: NOD VS. GDI?

Posted by [Xylaquin](#) on Wed, 22 Feb 2006 16:17:29 GMT

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bluethen wrote on Sat, 18 February 2006 06:39a mammy rush

...

bluethen wrote on Sat, 18 February 2006 06:39u can organise

...

Subject: Re: NOD VS. GDI?

Posted by [Eddimondson](#) on Wed, 22 Feb 2006 16:33:39 GMT

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Personally I have no favourite team. Both teams have equal advantages and disadvantages. Whichever team i'm on. i can just adapt to tht team.

Subject: Re: NOD VS. GDI?

Posted by [Dover](#) on Fri, 24 Mar 2006 21:11:13 GMT

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I'd love to say I have no preferance, that I'm good enough to adapt to any situation, but sadly...

I really think it depends on the map. For example, if the map is C&C_Mesa, and I'm Nod, I hardly try. GDI has a slight advantage on C&C_Field, GDI has a bigtime advantage on C&C_Under. Same goes for C&C_Canyon. On these maps, I really rather not be Nod

On the other hand, Nod has the advantage on C&C_Islands, regardless of GDI's uber B2B abilities.

Generally, I prefer GDI on flying maps, NOD on most other maps except huge GDI advantage

maps. On those I leave most of the time.

HIEL NOD!

Subject: Re: NOD VS. GDI?

Posted by [gufu](#) on Sat, 25 Mar 2006 22:15:36 GMT

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UM-GDI is unstoppable with barracks at islands!

Subject: Re: NOD VS. GDI?

Posted by [terminator 101](#) on Sat, 25 Mar 2006 23:57:25 GMT

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Dover wrote on Fri, 24 March 2006 16:11For example, if the map is C&C_Mesa, and I'm Nod, I hardly try.

Why? The only advantage that GDI has is that they can snipe people on the airstrip.

Subject: Re: NOD VS. GDI?

Posted by [Dover](#) on Sun, 26 Mar 2006 02:10:25 GMT

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Terminator 101 wrote on Sat, 25 March 2006 17:57Dover wrote on Fri, 24 March 2006 16:11For example, if the map is C&C_Mesa, and I'm Nod, I hardly try.

Why? The only advantage that GDI has is that they can snipe people on the airstrip.

...And:

-The AGT helps keep control of the inside of the mesa. Nod can't do that since the obelisk is too tall to see inside.

-GDI can sneak infantry around to (GDI's left, Nod's right) and snipe people, attack buildings, kill artys before they can be driven. Nod can get infantry in the same area, but can't get the same angle of attack.

-The map demands strong armor and powerful weapons--stealth plays almost no part on C&C_Mesa. Nod, with it's less powerful, but more stealthy vehicles/soldiers, is at a disadvantage.

Nod's only chance is to destroy the PP or AGT with a stank rush on an APC rush--both are commonplace and expected.

Subject: Re: NOD VS. GDI?

Posted by [Dover](#) on Sun, 26 Mar 2006 02:17:29 GMT

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gufu wrote on Sat, 25 March 2006 17:15UM-GDI is unstoppable with barracks at islands!

Untrue. I've played many games on C&C_Islands where Nod destroys all the buildings except the barracks. This means that:

- GDI cannot present a proper attack to Nod, since Nod has much more funds and vehicles. Therefore GDI is forced to camp.
- Nod can "whore" points off the still intact barracks, giving Nod a huge lead in points.
- Nod can still plant nukes, covered by stanks and APCs. That's usually how matches end--with a barage of two or three nukes covered by plenty of vehicles.

Far from "Unstoppable", it just means GDI has a lot less to defend and more people covering that one structure, since attacks are practically impossible. If GDI have nothing but their barracks left, a loss is almost asured.

Subject: Re: NOD VS. GDI?

Posted by [gufu](#) on Mon, 27 Mar 2006 01:08:44 GMT

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Dover wrote on Sat, 25 March 2006 21:17gufu wrote on Sat, 25 March 2006 17:15UM-GDI is unstoppable with barracks at islands!

Untrue. I've played many games on C&C_Islands where Nod destroys all the buildings except the barracks. This means that:

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- Nod can still plant nukes, covered by stanks and APCs. That's usually how matches end--with a barage of two or three nukes covered by plenty of vehicles.

Far from "Unstoppable", it just means GDI has a lot less to defend and more people covering that one structure, since attacks are practically impossible. If GDI have nothing but their barracks left, a loss is almost asured.

GDI wins by points... There is no point in attacking! Plus+when evereone is 1000\$ character(Pick up servers are fun!) GDI weaknes is noobs!

Subject: Re: NOD VS. GDI?

Posted by [Lijitsu](#) on Mon, 27 Mar 2006 02:58:45 GMT

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You get 2 points for each point of damage you inflict on a building and 1 point for every point you heal, or something very similer.

Subject: Re: NOD VS. GDI?

Posted by [PlastoJoe](#) on Mon, 27 Mar 2006 05:20:59 GMT

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In my experience on Islands, once an Airstrip or Weapons Factory goes down the game is over for that team. Vehicles make such a difference on this map in particular since there is no easy way for a unit to make its way into the base, despite the fact that there are no automated defenses. The underground tunnels and seawalls are pretty easy to mine and there is a pretty sizeable distance to cover from any rocks near the main entrance to the closest building.

Subject: Re: NOD VS. GDI?

Posted by [Herr](#) on Mon, 27 Mar 2006 08:05:06 GMT

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I don't agree, certainly not on Islands. When a strip of wf goes down on islands and there are some experienced players on the map they will do everything they can to defend the base, because people can't but vehicles the hang around at base defending. Put 2 prototypes on the entrance of the base and 2 hottie at the tunnels and defend. The defending will earn you more money then the team who is driving around in their vech's. Eventually you will in points.

Subject: Re: NOD VS. GDI?

Posted by [Goztow](#) on Mon, 27 Mar 2006 08:14:07 GMT

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HerrKealf wrote on Mon, 27 March 2006 03:05l don't agree, certainly not on Islands. When a strip of wf goes down on islands and there are some experienced players on the map they will do everything they can to defend the base, because people can't but vehicles the hang around at base defending. Put 2 prototypes on the entrance of the base and 2 hottie at the tunnels and defend. The defending will earn you more money then the team who is driving around in their vech's. Eventually you will in points.

The whole difference is that in public games when the warf/strip goes down, people suddenly start to work in a team. The enemy team who has the "advantage" usually looses its teamwork then.

If both teams use teamwork, the team with strip/wf left should win. Get a couple of good snipers, a shitload of apc's and some nukers and GG.

Subject: Re: NOD VS. GDI?

Posted by [Herr](#) on Mon, 27 Mar 2006 08:31:36 GMT

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Yeah thats true, but you don't see that a lot on public servers

Subject: Re: NOD VS. GDI?

Posted by [Dover](#) on Mon, 27 Mar 2006 18:28:25 GMT

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I play on Noobstories, and that's ALL I see once the WF goes down.

Subject: Re: NOD VS. GDI?

Posted by [PlastoJoe](#) on Mon, 27 Mar 2006 21:24:42 GMT

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HerrKealf wrote on Mon, 27 March 2006 02:05 I don't agree, certainly not on Islands. When a strip of wf goes down on islands and there are some experienced players on the map they will do everything they can to defend the base, because people can't but vehicles the hang around at base defending. Put 2 prototypes on the entrance of the base and 2 hottie at the tunnels and defend. The defending will earn you more money then the team who is driving around in their vech's. Eventually you will in points.

IF there are some experienced players who are willing to stick around base instead of driving their meds or stanks straight into the other base. And IF there is a time limit on the map, since I generally go for non-timed games. But as Murphy's law would have it, I'm scarcely on that side; though for the few times I have been, your description is more or less accurate, especially if some of the more competent players are able to sneak over and beacon a building or two. But I won't get started on how I see people play.

Also, I'll qualify what I said before by saying that so long as you're able to keep a couple existing vehicles near the entrance and keep them repaired, your team has a fighting chance.

Subject: Re: NOD VS. GDI?

Posted by [Dover](#) on Tue, 28 Mar 2006 16:13:39 GMT

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Speaking from experiance--If a team has it's WF/Strip blown up, and it has any tanks left over, they're going to lose them, because they're stupid.

The same applies for advanced infantry and the HON/Barracks.

And most of my experiance comes from n00bstories, so...
