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Subject: Winning as GDI

Posted by [Anonymous](#) on Tue, 19 Feb 2002 21:49:00 GMT

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First, let talk about GDI. The characteristic of the GDI forces is the fact that they use sheer strength and firepower. It's not hard to figure out, then that it's best to use GDI's strength in the game. The best way in all games is to talk the field, which applies also to GDI in this case. When plaers saved up, get 3 mammoth tanks supporting each other plus infantry and engineer support, destory NOD players on the main field and block the NOD base entrance. When this is done, get hotwires to support the tanks and mine the NOD base tunnel entrance. Therefore by blocking NOD inside, you have eliminated the of their speciality, catching units with susprise by using stealth, which it needs space to operate on. Continue doing this and you are bound to get more points then the NOD team. Charging into the NOD base or not depends on your team's skill. Once my GDI team was winning, but people by doing the above, but people kept trying to break in to the NOD base by buying expensive infantries such as Havoc to go through the tunnel, but the other Sakuras and Mobius was just too \*\*\*\* good, and we lost by only 400 points in the end. In short, keep NOD holed and so they have to confront you directly, then there's no tricks involved, only firepower.[ February 19, 2002: Message edited by: HitmanUltra ]

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