
Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Sat, 11 May 2002 17:05:00 GMT
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Yeah, seems like the only thing some people care about is getting points! I don't really play for points. I just play for fun. Sometimes, playing for fun can really have its rewards. If all you focus on is POINTS POINTS POINTS POINTS POINTS, then you are more likely to die quicker. Me, I just focus on playing well. I shoot when necessary. I heal when necessary. I guard when necessary. In fact, sometimes I get high scores when I'm not even paying attention. Once I got the most points and it was not from fighting but from guarding those idiots who constantly bought vehicles and tried firing on enemy soldiers.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Sat, 11 May 2002 17:55:00 GMT
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Actually, I like getting a few people on the team together to MRLS the Hand all at the same time so we can kill it, puts an end to those annoying stealth dudes.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Sat, 11 May 2002 18:07:00 GMT
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I try to get 4 or 5 ppl to folow me to the hand to drop it when the game begins that way we dont have to worry about infantry so much, i alway take 4 - 5 so if someone dies or if the try to disarm the c4 we have a little more time

Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Sat, 11 May 2002 20:59:00 GMT
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you ppl forget!!!!!!! for every MRLS hitting hand nod needs 1 techie to repair it. So it's taking people away from playing on both teams and GDI comes out ahead kuz u get more points for repairing then u do attacking.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Sat, 11 May 2002 21:01:00 GMT
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I don't care about points

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sat, 11 May 2002 21:46:00 GMT

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but yea i have to agree any team that has a lot off mrls attacking the hand cant win unles there r nothing but n00bs on Nod , but i played a game where 3 started it and i got money repairing the hand , became a stealth w/ nuke , refine gone , then took out one and distracted the mlrs of a free ride home(much quicker), did it again weapons factory gone, then my tean attacked while i was doing was on my way back and i ran back with my nuke and blew up the barracks , for second next to the guy who was attacking the hand but they had no def other then mines in the buildings and tunnels easily avoided , and 1 med tank sitting by one tunnel exit which i walked out the other one by on my first run granted it was an 19v19 game but they still couldnt do that much to us

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 00:46:00 GMT

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For all you cheeseballs that MRL the Hand of Nod in islands do you realise that when you 3-5 MRLers are non-stop launching at Hand, it leaves the war factory completely undefended for a flame rush/artillery rush. I can't remember the last time I seen a GDI team win on islands that have more than 1 OR 2 people MRLing the hand. REMEMBER THIS, ALL THOSE PTS YOU GET FOR HITTING THE HAND IS WORTHLESS UNLESS YOU WIN!! AND MRLING THE HAND WILL MOST LIKLY GET YOU A LOSS

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 00:57:00 GMT

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quote:Originally posted by AzWhoopin:For all you cheeseballs that MRL the Hand of Nod in islands do you realise that when you 3-5 MRLers are non-stop launching at Hand, it leaves the war factory completely undefended for a flame rush/artillery rush. I can't remember the last time I seen a GDI team win on islands that have more than 1 OR 2 people MRLing the hand. REMEMBER THIS, ALL THOSE PTS YOU GET FOR HITTING THE HAND IS WORTHLESS UNLESS YOU WIN!! AND MRLING THE HAND WILL MOST LIKLY GET YOU A LOSSTrue, but see people playing for points might not care. By firing at the hand non-stop you'll be the "best player" in your team and won't lose any points.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 02:13:00 GMT

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quote:Originally posted by CHUCKELS:you ppl forget!!!!!!!!!! for every MRLS hitting hand nod needs 1 techie to repair it. So it's taking people away from playing on both teams and GDI comes out ahead kuz u get more points for repairing then u do attacking.No we don't forget. One techie is

one player. One MRSL is one player and one less vehicle on the battlefield. Do the math...

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 14:05:00 GMT

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i have been gdi on this map many times and won because of the people attack the hand. So long as they use their credits to buy vehicles for their teammates. Then mammoth rushers occur like every 5 minutes. But if all they do is sit there then you are toast

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 20:12:00 GMT

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Whenever I'm on GDI and 2-3 MRLS are shooting the hand, I like to go into the hand and clear it of all engys, cause they are all busy repairing. Then the building dies promptly.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 20:36:00 GMT

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quote:Originally posted by eae:No we don't forget. One techie is one player. One MRSL is one player and one less vehicle on the battlefield. Do the math...YOU MUST BE RETARDED! 8 TANKS MAX PER TEAM.. 3-5 MRLS SHOOTING AT HAND, 3-6 ENGYS FIXING HAND.. NOD WILL STILL BE ABLE TO RUSH WITH 8 TANKS!! HOW MANY DEFENDING TANKS WILL GDI BE ABLE TO MAKE? DO THE MATH.. DUMBASS[May 12, 2002: Message edited by: AzWhoopin]

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 21:40:00 GMT

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All gdi needs is one mrl to pound the nod base. That rocket launcher will rack up points and keep gdi ahead and itll give a newbi a useful job that they can actually do. point and click newbi point and click!!!

Subject: FYI FOR GDI PLAYERS ON ISLANDS...

Posted by [Anonymous](#) on Sun, 12 May 2002 21:46:00 GMT

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quote:Originally posted by silentson:All gdi needs is one mrl to pound the nod base. That rocket launcher will rack up points and keep gdi ahead and itll give a newbi a useful job that they can actually do. point and click newbi point and click!!!Remember, it's an MRLS, not an mrl.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Sun, 12 May 2002 21:58:00 GMT
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quote:Originally posted by AzWhoopin:YOU MUST BE RETARDED! 8 TANKS MAX PER TEAM.. 3-5 MRLS SHOOTING AT HAND, 3-6 ENGYS FIXING HAND.. NOD WILL STILL BE ABLE TO RUSH WITH 8 TANKS!! HOW MANY DEFENDING TANKS WILL GDI BE ABLE TO MAKE? DO THE MATH.. DUMBASS[May 12, 2002: Message edited by: AzWhoopin] Vergiss nicht, es ist Nod, nicht NOD.

Subject: FYI FOR GDI PLAYERS ON ISLANDS...
Posted by [Anonymous](#) on Mon, 13 May 2002 09:24:00 GMT
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quote:Originally posted by AzWhoopin:YOU MUST BE RETARDED! 8 TANKS MAX PER TEAM.. 3-5 MRLS SHOOTING AT HAND, 3-6 ENGYS FIXING HAND.. NOD WILL STILL BE ABLE TO RUSH WITH 8 TANKS!! HOW MANY DEFENDING TANKS WILL GDI BE ABLE TO MAKE? DO THE MATH.. DUMBASS[May 12, 2002: Message edited by: AzWhoopin]You know I really should be the one calling you a dumbass. You just repeated my point and then called me retarded. That would make you the same, no?
