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Subject: C&C City as GDI , Tactic =)

Posted by [Anonymous](#) on Thu, 07 Nov 2002 13:13:00 GMT

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Don't ever say that one party has an advantage over the other on a particular map. It's all about skill. On City GDI is as good as NOD, its APCs can drive through the small entrances, Nod's APCs can't. On the other hand, a good ST rush can eliminate the whole GDI base in a couple of seconds. So it's quite balanced, as all the other maps are, too. U just need to know the advantages and disadvantages of your enemy and adapt to them.

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