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Subject: GDI & Nod tips and strategies

Posted by [Anonymous](#) on Sun, 12 May 2002 17:33:00 GMT

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GDI Tips:-Mammoth tanks have two cannons and rockets. Use the cannons on buildings and the rockets for infantry.-Patch's tiberium flechette pistol may not look like much, but it packs a powerful punch against vehicles.-Minigunner officers are excellent at helping to detect enemy stealth tanks. Fire a spread of gun fire across the battlefield, and any stealth vehicle hit will usually glimmer a bit more brightly when struck.-Make sure to support Sydney (with personal ion cannon) with a Havoc or a minigunner, as the PIC has a long reload time and will need anti-infantry support.-Support you armor with engineers. The mammoth tanks are massively powerful, but without engineer support, Raveshaws and Black Hand lasers will rip right through it.Nod Strategies:-Stealth and speed are your main weapons. Vehicles are less armored, but they cost less.-Three or four flame tanks are a force to be reckoned with.-A stealth trooper with a nuke beacon is a very deadly thing.-The chem trooper is in a fully enclosed suit, so don't be afraid to use tiberium fields to your advantage. No other infantry can walk through them.-Keep moving; GDI's armor is strong, but it is also slow. If you stay out of range, you should be able to do massive damage to them from afar.\*All tips and strategies are from Computer Gaming World and Prima's Official Stragey Guide for C&C: Renegade.

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