
Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 19:24:00 GMT

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This depends greatly on if the map has defences or not. If it doesn't then you should try to coordinate an attack on both the barracks/hand o' nod and the weapons factory/airstrip. Both buildings are important, as a defence perimeter can be set up with a few tanks and proxy C4s, not to mention that the right infantry unit(s) can take out tanks quickly and vice versa. If the map has defences then you should try to take the obelisk/tower out first, it's hard to rush another building if your ass is getting shot to ****, although if you can get to the power plant without dying then do it, then the enemy will have a hard time building the money up to attack you with more than a buggy.
