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Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 15:43:00 GMT

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quote:Originally posted by Ren Sizzlefab:What you are saying is wrong. If you are playing on a map where you have defense, you should take out either the power plant or the AGT/Obelisk first, then run rampant through the base.If you are playing on a map without defense, you need to take out the Hand of Nod as soon as possible to stop Stealth/Nuke runs.If you're going for the airstrip/factory on a base with defenses, you're not a very good team player, are you?true ... the power is the prime target in a defens map ... but they can still buy a apc and rush your basebut if you got the factory/airstrip it is impossible for them to kill your base (not in all maps) i agree that the prime target in a non defens map is the hand of nodowww .. ic .. so if i kill the factory/airstrip i am not a good team player ... well that makes much sensei think i am a good team player ... i dont mind much for points, i only think for the good of the team ... i am alway look how the team is doing and where i am the most neededu cant go all tank or all infantry .. some ppl dont see that ... they just snipe becoz they like to snipe not becoz its is the best think for the team.look me up in the ladder ...Krexor

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