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Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:32:00 GMT

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quote:Originally posted by Krexxor:i dont think you are right ... i think the nod side is better then gdi, sure good team work can overcome this. i played over 100 games and i won a lot more games with nod, they stealth is very good if u use it right. a 4-5 flame tank rush is so deadly and very hard to counter if u dont have a realy good team. GDI needs 1 exit for the barx else it is to hard the defend against stealth blackhandsNow the thing we were talking about was the barrack and hand of nod and how big they are. I can agree that GDI maybe need an xtra entrance, but we were talking about beacon-deployment, not flametank rush, and yes it's effective

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