
Subject: Re: NOD VS. GDI?

Posted by [gufu](#) on Mon, 27 Mar 2006 01:08:44 GMT

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Dover wrote on Sat, 25 March 2006 21:17gufu wrote on Sat, 25 March 2006 17:15UM-GDI is unstopable with barracks at islands!

Untrue. I've played many games on C&C_Islands where Nod destroys all the buildings except the barracks. This means that:

- GDI cannot present a proper attack to Nod, since Nod has much more funds and vehicles. Therefore GDI is forced to camp.
- Nod can "whore" points off the still intact barracks, giving Nod a huge lead in points.
- Nod can still plant nukes, covered by stanks and APCs. That's usually how matches end--with a barage of two or three nukes covered by plenty of vehicles.

Far from "Unstopable", it just means GDI has a lot less to defend and more people covering that one structure, since attacks are practically impossible. If GDI have nothing but their barracks left, a loss is almost asured.

GDI wins by points... There is no point in attacking! Plus+when evereone is 1000\$ character(Pick up servers are fun!) GDI weaknes is noobs!
