

---

Subject: Re: NOD VS. GDI?

Posted by [PlastoJoe](#) on Mon, 27 Mar 2006 21:24:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

HerrKealf wrote on Mon, 27 March 2006 02:05: I don't agree, certainly not on Islands. When a strip of wf goes down on islands and there are some experienced players on the map they will do everything they can to defend the base, because people can't but vehicles hang around at base defending. Put 2 prototypes on the entrance of the base and 2 hottie at the tunnels and defend. The defending will earn you more money than the team who is driving around in their vech's. Eventually you will win points.

IF there are some experienced players who are willing to stick around base instead of driving their meds or stanks straight into the other base. And IF there is a time limit on the map, since I generally go for non-timed games. But as Murphy's law would have it, I'm scarcely on that side; though for the few times I have been, your description is more or less accurate, especially if some of the more competent players are able to sneak over and beacon a building or two. But I won't get started on how I see people play.

Also, I'll qualify what I said before by saying that so long as you're able to keep a couple existing vehicles near the entrance and keep them repaired, your team has a fighting chance.

---