
Subject: Re: Here is a fun strategy for GDI!
Posted by [Dover](#) on Thu, 13 Jul 2006 15:19:16 GMT
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n00bstories has starting creds set at 350. At 350 nod could buy:

- Buggies
- Officers
- Rocket officers
- Chem troopers

After 25 seconds:

- SBH

After 50 seconds:

- Artillery
- LCG Black Hand

After 75 seconds:

- APC
- Black Hand Sniper

Do you really think you could rally 15 people in less than 75 seconds, or even get over to the enemy base? Or even survive the trip over there? It's a common tactic in a map like C&C_City_Flying, for example, to use basic infantry to destroy the enemy harvester and protect your own. Don't you think these basic infantry might notice 15 engineers running toward the base and interfere?

Not to mention the buggies or APCs, which will laugh at you and then kill you four ways before you realize you're dead.
