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Subject: GDI Strategy

Posted by [Anonymous](#) on Wed, 27 Feb 2002 07:36:00 GMT

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When Playing GDI, get a Hotwire character a repair everything near the opening of base. Just stand near guard tower and you'll be fine. When you have enough credits, get a mammoth tank and blast your way to the NOD'S base. P.s. You can get out of your tank at not so dangerous times to repair, by your self. This is a great strategy and I always score with it!

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Subject: GDI Strategy

Posted by [Anonymous](#) on Thu, 17 Oct 2002 00:51:00 GMT

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Heres another tactic, just meke a big Mammy rush, but when its happening sneak into the base as Hotwire and use one of the many ways to dodge the Obelisk. Then blow it sky high! Note: This works best if you tell your team not to destroy the enemy, thus makin them respawn, just distract them. Being in a Mammy will let em survive 4 a long time!

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Subject: GDI Strategy

Posted by [Anonymous](#) on Thu, 17 Oct 2002 13:45:00 GMT

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"A slightly higher level of stradgery" When gdi at city get an APC and go solo into the field... Tell your team not to kill the harvester. Now you can shoot at it and get major pointage. When Nod at City try getting and stealth with a beacon, and following GDI's harve, staying out of the sight of the AGT, from there you can go barr, wf, and refine.

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Subject: GDI Strategy

Posted by [Anonymous](#) on Thu, 17 Oct 2002 22:39:00 GMT

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the first post was a joke though right? I mean you say that people should buy a mammoth drive it solo to the enemy base and then get and repair it so that nod can steal it?

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