
Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Fri, 03 May 2002 08:30:00 GMT

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

quote:Originally posted by ras:Hmmmm so what you're saying is that GDI is better because:a.) they have an infantry that can blow up a building, and can carry a beaconb.) they have a sniper c.) it's possible to use someone as a scout, but only with GDIA) I'm saying that NOD are too preoccupied with the famous flame tank rush.B) I never said NOD didn't have a sniper. I said I was a sniper character.C) I said that GDI was playing as a team on that map, with everyone having specific jobs. NOD can also do that, unless, like I mentioned in A), they are setting up a flame tank rush. quote:Originally posted by Visceroid_Man:How is it that some one can say "Nod is for beginners because they are wusses" and only GDI requires skill, yet they say "When your on GDI you can blow up half the base with just 1 infantry?"If you would have quoted me correctly, you would have noticed that I said Stealth Black Hands are for wussies. And I took down 2 buildings, not half the base. All this because they were, as always, preoccupied with a flame tank rush. The light tank is a formidable weapon, but they still use flame tanks. So to re-cap, NOD's weakness is the flame tank. Infantry can easily run by and wreck the whole base. A good GDI player (hence the "GDI needs skill to play with") uses variety, as opposed to, again, NOD's flame tank rush.DO YOU GET IT NOW?
