Subject: Why does nod always have to rush?
Posted by Anonymous on Tue, 16 Apr 2002 15:30:00 GMT
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GDI is know for their bulk and brute force. Nod is know for it's hit and runs, fast attack, rush, etc. Nod has to hit GDI before they can get their bulkiest units out. We have to use gerilla-type attacks. GDI just has to get its bulkiest units out (in most cases that is). I agree with you guys on the med tank. It is the most balanced tank. Good for taking out flame tanks for their decent mobility   [April 16, 2002: Message edited by: jindi007]