
Subject: I'm thinkin the game is balanced how it is...
Posted by [Anonymous](#) on Sun, 07 Apr 2002 10:48:00 GMT
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Non defense maps favor nod because they can easily walk in with a stealth black hand and nuke when they reach 1400. I do it all the time. but nod loses no defense maps when gdi just rushes with 2 or 3 medium tanks or whatever, and nod has no defense whatsoever. and in field, NOD wins a lot... if nod pushes back gdi tanks they can go for it, and they get a huge advantage if they get mobile artillery out in the beginning. Plus, nod can nuke the barracks and refine, but it takes GDI 2 ion cannons to get the nod refine (usually)They're all pretty balanced, but on complex, nod almost always wins, unless gdi rushes. On hourglass, GDI just has to stick to defense, and they can easily win.
