
Subject: A Little Comparision about nod and gdi
Posted by [Anonymous](#) on Wed, 03 Apr 2002 16:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Early in the game NOD has an advantage. After the first 5 Mamoths have come out though, NOD doesn't stand a chance on maps without an obilisk. If NOD flame rushes, then all GDI must do is block them with veicles from getting at the Guard Tower. This works better with APC rushes but still works with Flame rushes. GDI has a problem with no teamwork. NOD's Turrets and Obilisk prevent people from taking advantage of the fact that right next to the Obilisk it can't hit you. The Turrets still can hit you there. GDI needs teamwork to have people takeout the Turrets then help you kill the Obilisk.
