
Subject: A Little Comparision about nod and gdi
Posted by [Anonymous](#) on Wed, 03 Apr 2002 16:01:00 GMT
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ok the prob w gdi is that they are all fire power but that they dont have enough of an advantage in that area to really turn the tables on a nod attack or to get past the nod def easily unlike the f tank. gdi must put strangle hold on unemy base meaning that 1 nod stealth trooper w becon screws all of them. then the f tanks come in, yes the mammoht is good but it has 3 probs, turns too slow, not enough fire power for cost and, this is the big one with trying to kill f tanks and things across distances, accuracy. the turret shakes like it is made of paper when u shoot and the cannons place shells to the left and right of thinngs like light tanks so u cant hit them when they standin still let alone movin. nod also have the flamer trooper and gdi that sucky g launcher w no range or splach damage, also nod can aford to attack the agt and get lost o points because their stuff is dirt cheap and almost as good as gdi's, the mammoth IS supossed to be the best but also most expensive weap but the flamer is almost and in alot of cases just as good if not beter than it for 700 less than mammoth, ww just refuses to fix this it seems and it makes me, a gdi man at heart angry.
