
Subject: A Little Comparision about nod and gdi
Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:42:00 GMT

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NOD has advantages in places where GDI doesn't and vice versa. I think it just has to do with who you're playing with. I was playing a 6 player game (3 on each) and I kept getting stuck with GDI, but I had some really good teammates playing by my side, I was MVP 4 times in a row and we kept kicking @ss... well until I was about to pass out from lack of sleep. GDI does have some good stuff - Mobius, Gunner?! I've taken out buildings with gunner needing only one refill. Heck, I've taken out buildings with the GDI grenadier and he's free!! Not saying I could get away with it every time, but they're are some clueless players out there. It just has to do with who's with you and who you're up against. I'm just sick of joining games and I end up on the team with all the n00bs! No one ever wants to stay on defense, which is why you eventually end up getting your @ss beat.
