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Subject: A Little Comparision about nod and gdi

Posted by [Anonymous](#) on Mon, 01 Apr 2002 18:00:00 GMT

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Mammy camps are very hard{if not the hardest} things to counter, the key here is if you can manage to drive that many mammoths and engie's right up to an enemy base the nod team just downright sucks. But think about it, a flame rush is a lot more effective and devastating than a mammoth camp. I like the idea of a mammoth camp becuse while it is still effective it is still somewhat easilly counterd if you work with a partner. two raveshaw taking the tunnels in the feild level and coming from teh rear to take out the engie's then the tanks is great. But how about this, a flame rush of 5 or 4 flame tanks can crush a guard tower in mere seconds leaving the base open to the ever popular nuke stealth soldier. People tell "its easy to counter a flame rush, just have lots of engie's and gunners" true, but it would take about 4 or 5 engies to keep the quard tower up long enough for the gunners to take out all the flame tanks, in a basic game do you think you can get convince 5 people to heal the tower and convince another 4 to fight of the flame tanks, i havent simply becuae people dont tend to listen in this game. and one last thing, if all the engie's and gunners work together to make this plan work flame tanks can alwayst drive straight to the power plant and destroy it before the gunners and engie's can follow.

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