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Subject: A Little Comparision about nod and gdi

Posted by [Anonymous](#) on Mon, 01 Apr 2002 17:44:00 GMT

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quote:Originally posted by Nuke-um:Well I can sorta see what you meen by all of this. GDI players have a thought process problem. They seem to think that Flame tank rush will kill them all. they think that if they gots 5 mammies parked outside the base, they cant win if they attack. GDI thinks that the marmie is the ultimant unit in the game and its sooo precious they cant get a scratch on em. If GDI was SMART they would realize, "hey the marmie is the slower more armored equivilent of the flame tank" but they dont. GDI can win if they do what Nod players do when they decide to Flame rush. GDI must work together in order to win.And to counter the Stealthhand with nuke hotwires gotta place mines all over the place. Not every1 can get in tanks you know. thats why you need a balanced force of units.Five mammoth tanks rushing would work very well but like you say people always park the mammoth in the front of the base, otherwise one go's out by itself. about your mining tactic that would stop an engi rush but people place nuke beacons outside of buildings. you only get 30 mines to place and it would take all 30 just to mine the outside of the barracks. thus leaving all of your other buildings open to engi and stealth nuke attack.

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