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Subject: A Little Comparision about nod and gdi  
Posted by [Anonymous](#) on Mon, 01 Apr 2002 16:55:00 GMT  
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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 mammie 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 mammie 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.

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