
Subject: A Little Comparision about nod and gdi
Posted by [Anonymous](#) on Mon, 01 Apr 2002 15:33:00 GMT
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I've noticed that in 4out of 5 games nod has been the winner. This was based on totally random servers. No clan matches. All saturday i played and out of the 40 games i played the score was 30 to 10. I've always enjoyed playing as GDI but i've noticed that Nod is better. They have flame rushes{very cheap for just 800 a flame tank as opposed to mammoth rush that doesnt work so hot for 1500} and of course the stealth nuke beacon combo, Many people say that it can be counterd and that is true but it is very hard on maps such as islands where money is coming in every few seconds and many people can place beacons. Remember this based on random games not clan matches where people know what they are doing. Let me know what you think is gdi's true saving grace that makes them truley even or possible better than nod.
