
Subject: my observation...

Posted by [Anonymous](#) on Thu, 14 Mar 2002 06:23:00 GMT

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well, this could be explicated by the maps. Even if they are well balanced, some are a little more toward GDI, other toward NOD. Exemple: Under is a GDI map, cause they have more armor to take the defences face to face, and can shoot the airstrip and refinery without being shot at by the obelisk, a thing that NOD can't do with the AGT. On maps with no base defences, GDI have a little advantage in the biginning, but as the game continue, and your wallet grows, NOD gets the advantage because of stealth units. Theses differences won't always change the game, cause proper teamwork can nulify them. But being in the "wrong" side of the maps could explain a 10\% you didn't understand....Hope it helps!
