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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 14:36:00 GMT

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quote:Originally posted by Shade:in every fight ive seen, regardless of engineers or whatever a decent gdi team of drivers can kick the hell out of the nod team. flame tanks are cool, but you cant make them last long and be effective. apcs, gdi has them too so its a moot point, artillery, almost exactly like mrls, close enough i consider them equal, light tank gets owned by a medium or mammoth, stealth is weak unless your in a confusing battle situation where the enemy wont be able to identify you immediately. flame tank is good, but not as good as a mmamoth.they probably don't know how to use the units effectively enough. Nod was more of a gang up and kick arse type team. I'd suggest have stealth tanks sneak on two different sides, and have bigger tanks take out from the front. If you use good tactics, Nod will overwhelm the enemy to their defeat. If they have engieners, have like black hand with stealth, sniper or ever a stealth tank kill them (tank should run over them).

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