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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 11:03:00 GMT

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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.

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