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Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Wed, 24 Jul 2002 16:57:00 GMT

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the title says enough about the knowledge..."superior to" not, "far more superior than".GDI and Nod are equal. The AGT deals constant, accurate, and weaker damage, while the Obelisk does pulsed, inaccurate, and MASSIVE damage. It's harder to get a vehicle to the Obelisk, and harder to get infantry to the AGT.Nod's stealth units are countered by GDI's power units.The stealth tank can EASILY take on a Mammoth, or even a medium. THE stealth tank is designed to sneak around behind and let loose before the bad guys know what hit them. Of course you can't sneak up on someone when you're right next to them!Likewise, so can a light tank. THE turret is mounted farther back on the chassis, and the whole thing sits lower. That makes the light tank able to hide around corners, pop up and fire a few shots, then duck back under cover. Or, it can take a more direct approach, running up next to the GDI tanks, where they can get in under the guns and do damage quickly.THE GDI tanks are designed around survivability and raw firepower rather than speed and stealth. They are meant to get the enemy before the enemy can GET that close.Raveshaw and Sydney are also pretty much equal. Sydney does more damage per hit, while Raveshaw is harder to hit(smaller) and fires faster.

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