
Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Sun, 21 Apr 2002 16:07:00 GMT

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About the Obelisk: it does 300 damage (ALWAYS, you can't get a partial hit on a tank, it's hit or miss) with each hit (310 vs infantry). A Moth has 1200 HP (600 health, 600 armor) so it dies on the fourth hit. A Medium Tank has $400+400=800$ HP, so it dies on the third hit. APCs ($300+300$) die on the second hit, Hummers ($150+150$) on the first. And why did you people bring this thread back? It was started in February!
