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Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:26:00 GMT

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Nod is at a distinct advantage in Renegade, more so on flying maps. One on one is unacceptable to base opinion on when a skirmish in a "real" game will be between mixed units of vehicles and infantry. Stealth Tank is still powerful, 2 can sneak in and take any building out quickly. They can snipe any troop within range with their missile rounds. They can take on a mammoth and win as long as the driver has superior tactics, driving skill, and better terrain position. In war stealth tactics always prevail both in tactical strikes and suicide demolitions. Duh... so Nod wins there especially when 2 stealth BHS can nuke two buildings then c4 a building and zap it to death in 10 seconds, or blow it in 3 c4 with a pal. The Ob is mostly anti vehicle which is made that way against GDI's superior armour. A FT can roll up to the AGT with only 50-100 damage then destroy it safely. I see everyone jump to Nod on pubs with autoteams off. Renegade is nothing like C&C or TS, an RTS cannot be made with any balance towards an FPS. You have many players on one team, you cannot choose building placement, you have limited units to work with. In any RTS c&c map you have no hope to get infantry into a base, in which there are half a dozen ways to enter a base. Base defense doesn't do crap against large numbers of vehicles, grenader is crap against vehicles and his weapon sucks, flamethrower is better vs armor unless your a pansy ass and have to go engy/tech/hot to toss c4 around which is better then grenader because the grenader sucks balls. Chem trooper just tears armour like crazy. GDI's secondary purchase troops are stupid except for gunner which is good only in groups against armor or buildings. Nods Free FT troop better Nods 1st level troops better Nods 2nd level troops better Nods 3rd level troops same as GDI. Problem is there are too many stupid idiots who don't take advantage of the vast difference of these teams. Which means the only good tactic is the team that can pull off the early rush or organize a vehicle rush. Defense is not an option since on 9 out of 10 pubs the other team who cannot perform can't defend, or they will turtle and lose on points because they darn well suck at the game.

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