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Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:20:00 GMT

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quote:They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank with a NOD stealth tank or any other NOD tank, its not an easy task.You're using the wrong tank my friend, the Stealth Tank is the weakest Nod tank. It only has 200HP! What you need to use is a Flame Tank. A Flame Tank has more armor and 400HP! It doesn't hurt infantry much but it will SLAUGHTER vehicles. You can take out a mammoth pretty fast with one Flame Tank. quote:The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with only a few shots.The only thing I can think of here is that you mean the GDI "Grenadier" free class. These guys can hurt vehicles bad, although not to the point of killing an ST in "a few shots". I was disappointed that there is no free grenade/rocket class for Nod. However, GDI Grenadiers are EASY KILLS to other infantry. I massacre them with the basic assault rifle. quote:The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base.No argument here, the AGT is crazy. I have never seen it destroyed in a 32 player game. Ever. It even has the advantage of multiple machine guns so it can hit several different targets at the same time and with the high rate of fire it does NOT miss. Brutal. quote:And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted.I was a little disappointed in how visible the stealth tanks are. The infantry on the other hand can be harder than heck to spot unless you're close. I personally think all the stealth units should have been half as visible. quote:Personally I think the sides are not matched evenly. GDI has a far more advantage than NOD. Thats why everyone picks GDI Well that is partially because this map is in GDI's favor. The AGT is better at killing intruders on this map and you can't hit any part of the GDI base in a frontal assault without being attacked by the AGT. You can destroy several Nod buildings without ever being shot at by their defenses. I feel sure that some of the other MP maps give the Nod the edge and then everybody wants to play them.

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