
Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Mon, 18 Feb 2002 10:50:00 GMT

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well, I dont think so! I played nod quite a lot of time, and i never lost any game by this time! but let me be more specific...That's true, mammoth tanks are pretty strong, but huge and slow! use 2 stealth tanks, and it,s gone for sure... just keep moving, fire twice or trice, and move away and get cloaked again. this is verry confusing for the mammoth driver.... got quite a few kill even in one on one that way!About infantry, well, i must admit that flame troopers are quite useless, as well as chem troopers, but the laser rifle is quit good! As for your exemple, well, personal ion canon (as well as nod railgun) is quite powerfull against vehicule, and stealth tank are lightly armored.about the base defence, well, as for infantry, never try, so I can't say anything, but just try to get a tank past the obelisk... impossible... it destroys vehicule quite fast, faster than AGT. ant it is supposed to have a longer range to (but that does not really apply in this map) I was able to gat in the middle of a gdi base with a single APC. dont even try it against an obeliskAbout the stealth tank, I know there's supposed to be a little bug with the cloaking. About infantry, i think that only mobius and one or two other class can se it at anytime. Other infantry unit can only see it when they are in splash range. Killed a lot of people that way! try it, it's fun!To conclude this post, I'd say that the teams are even, but you have tu use a different combat tactic with each one... hope you will now enjoy nod as well as GDI, and that my advices will be usefull!See you on the battlefeild
