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Subject: Nod VS. GDI?

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 07:08:06 GMT

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Hm. Tough call, really. I've found personal favorite units on both sides.

For the GDI, I generally stick with Sydney or Patch due to the fact their weapons not only have tremendous range, but they have the Tiberium Poison effect as well. I notice that (150 Credit-)Sydney's Tiberium Auto-Rifle seems to pack more punch than Patch's Tiberium Flechette Gun while, of course, Patch's Flechette Gun fires about three or four times faster than Sydney's Tiberium Auto-Rifle. Either works fine for knocking out Infantry, but the Rifle seems to have the needed punch to destroy Hum-Vees/Buggies, Stealth Tanks, and on rare occasion, Flame Tanks. However, Tiberium Weaponry has a serious drawback. . . It obviously won't work that well on Tiberium Mutants or even Nod Chemical Sprayers. In that aspect, anyone on Nod who knows me well -- say. . . SlaughterMortar from the "UNRules.com New Maps Server". . . -- will grab one of the mentioned units and slip in to base. There was this one game where that happened, in fact. No one took the Northern(I think) passage on defense.(Hell if I know what everyone else was doing. . .) I was a Sydney, and two Initiates came wandering into the territory. I grabbed my Pistol, but they tore me a new radiated hole before I could even fire the first shot.(Stupid me, not expecting a Tiberium mutation invasion, I never bothered to prime my Pistol.) I also like Dr. Mobius because of his deadly and rapid-firing Auto-Volt Rifle, but enough about the GDI. As for Nod units. . . The Black Hand unit with the Laser Chain Gun or Mendoza(see Patch and Mobius above) or the Stealth Black Hand unit. Being sneaky is fun. I don't usually try and steal vehicles, but I do keep an eye on things in some games. Depends on what I'm doing. Sometimes I sneak into the opposing base and just keep an eye on things, or sometimes I try being a "Steath Assassin". Rarely will I grab a Sniper Rifle, hit the Scope, and sit there stealthed. I find my lack of evasive mobility very stifling. And then there's the "cheapo" Nod Chemical Sprayer unit. Immune to Tiberium, medium range, pretty powerful damage. . . Damned fine unit for making Capture the Flag runs, really. Hee hee.

Moving on to vehicles. . . Light and Medium Tanks appeal to me because they're tough and they do medium structural damage. The Mobile Rocket Launching System(or is it Multiple Launched Rockets System?) truck and Flame Tank are good for sheer devastation purposes. Oddly, the Stealth Tank doesn't really appeal to me. If it stayed cloaked when you hopped out, that'd be nice. I s'pose it's okay for spying purposes, and the missile weapon does equally okay damage. . . But I dunno.

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