
Subject: Re: NOD VS. GDI?

Posted by [Sniper_De7](#) on Sun, 16 Oct 2005 12:27:07 GMT

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AADude7 wrote on Sat, 15 October 2005 17:11Sniper_De7 wrote on Fri, 14 October 2005 16:00I never said he wasn't spamming.. I said you were... I am particularly saddened that this is your excuse that you aren't spamming.

Your spamming. Read the fucking topic title, and what he says to post.

I say that Nod is better because of the 2 turrets, oblisk, flame tank, stank, and sbh.

<http://img387.imageshack.us/img387/2811/aadude7sl.jpg>

And i already contributed to the topic, by the way. I'll do it again anyways. GDI is dominant on most maps (city fly, field, walls fly, and probably some rush maps like canyon.) note* people think that stanks is superior on city_flying while if your team knows what they are doing than they will prevent any stanks from coming through. Not to mention the orca has an advantage over the apache.

edit: forgot gdi is easily better on under

By the way, nice double post hypowhat?