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Subject: Re: NOD VS. GDI?

Posted by [Foxhealer](#) on Sat, 22 Oct 2005 22:57:50 GMT

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My experience has been strictly low player count games, like 3 on 3, or 2 on 2. That might explain where my opinion is coming from.

I think the biggest problem with Nod is their Obelisk. GDI infantry can rush the Obelisk, while the AGT mows down Nod infantry in a matter of seconds. GDI only has to worry about Nod vehicles, while Nod has to worry about both infantry and vehicles, only if the map has the Obelisk and AGT.

Maps without the Obelisk and AGT, I don't know, but I guess Nod should win with their stealth advantage.

If I was going to host a server, and be a jerk, I would alternate the maps based on them having the OB and AGT. I would make sure I had the AGT when I'm GDI. Then the next map when I'm automatically switched to Nod I never have to worry about the AGT, because the map doesn't have it. That way I will always have the advantage.

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