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Subject: Re: Using free soldiers

Posted by [Sniper\\_De7](#) on Thu, 15 Dec 2005 15:49:27 GMT

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GDI have a better advantage on pretty much most of the maps. For instance Field is a big GDI map. Not only is it very possible to kill their harv and defend your own since the Nod soldier sucks... You can also grenade for money and be able to at the very least buy a MRLS before they buy an arty / buy a med tank when your own harv comes in.. meaning yes - You can even sometimes get a med tank before Nod can afford one artillery. That's why it's crucial to be able to defend the harv. Even if they did manage the harv - GDI still gets their harv first I believe and will most likely be out in the field.

Anyways.. Under.. City/Fly.. WallsFly.. I don't know exactly for rush maps but i'd guess canyon would probably be up there for GDI and if you're playing against someone who doesn't play complex or know what to do when they're Nod then GDI will easily rape them since they would probably get an apc over on their strip. Really I'd like to see a game where the soldiers were at least equal in shooting. I'd like to see Apaches have equal range compared to an orca. I'd like to see snipers to nill damage to vehicles. I just don't think that'll be happenin' though

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