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Subject: Re: NOD VS. GDI?

Posted by [Dover](#) on Sun, 26 Mar 2006 02:10:25 GMT

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Terminator 101 wrote on Sat, 25 March 2006 17:57Dover wrote on Fri, 24 March 2006 16:11For example, if the map is C&C\_Mesa, and I'm Nod, I hardly try.

Why? The only advantage that GDI has is that they can snipe people on the airstrip.

...And:

-The AGT helps keep control of the inside of the mesa. Nod can't do that since the obelisk is too tall to see inside.

-GDI can sneak infantry around to (GDI's left, Nod's right) and snipe people, attack buildings, kill artys before they can be driven. Nod can get infantry in the same area, but can't get the same angle of attack.

-The map demands strong armor and powerful weapons--stealth plays almost no part on C&C\_Mesa. Nod, with it's less powerful, but more stealthy vehicles/soldiers, is at a disadvantage.

Nod's only chance is to destroy the PP or AGT with a stank rush or an APC rush--both are commonplace and expected.

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