
Subject: Re: C&C 3 Concept Art.
Posted by [Crusader](#) on Wed, 28 Mar 2007 02:21:51 GMT
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SpyGuy246 wrote on Tue, 27 March 2007 20:52I'm curious as to what everyone would think if Nod and GDI did switch in terms of strengths and weaknesses. Does GDI always have to be brute force and Nod stealth?

Well, it makes them unique and distinctly sets them apart.
