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Subject: Advantages and Disadvantages of Teams  
Posted by [Chimp](#) on Sun, 20 Jan 2008 16:21:33 GMT  
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List what you think are advantages and disadvantages of each team (NOD/GDI). I'll start you off.

NOD: The "Assault" team in my opinion. It possesses characters/vehicles which are fast and hard to detect, but too easily destroyed. Being that most of them are a black and red color, they are far harder to see in dark areas than GDI.

GDI: The "Defense" team. They're highly armored vehicles, while not so fast and dextrous as NOD, are essentially, moving turrets, which are extremely hard to kill. They possess characters which are great for early rushes and base-defense.

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