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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Nukelt15](#) on Sun, 27 Jul 2008 21:28:02 GMT

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1. IIRC, wasn't there a slight range advantage for the Orca over the Apache? If so, then Orca would be the natural pick, even though it is a bit noisier (as if you couldn't hear the chopper noise anyway). Both are relatively small targets and nimble enough that target profile makes little difference anyway.

2. There's not a whole lot of difference... but in a match between the two, with equal drivers, the Hummer will always win because of the extra armor. Based on that alone, the Hummer comes out on top. It doesn't matter, though, because both vehicles suck horribly and are only good for very early rushes. Seriously, though, the only other vehicle a Hummer or Buggy can take on is a Transport Chopper. That's just sad.

3. Light Tank, hands down. Not only is the Med a much larger target, its turret is also placed close to the center of the vehicle; the driver must expose more than half of the vehicle in order to have a clean shot. The Light is faster, has a much slimmer vertical profile (which is fantastic for hiding behind those low walls while shooting over them), and can corner-fight without exposing most of the chassis. The Med has more armor because it needs more armor; if it had the same 300/300 as the Light, it would get slaughtered even with its extra firepower. Being able to take more hits is nothing compared to being able to avoid being hit. The Light can also change the angle of its weapon without taking it off-target or changing positions just by rotating in place (handy when you've got a crowd of other vehicles interfering with your target acquisition).

The Med does have a slight advantage in some situations however; its ordinarily disadvantageous turret placement allows the driver to switch directions without actually turning the tank around without incurring any other disadvantages (like leaving more of your vehicle exposed).

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