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Subject: wich team is better GDI or Nod?

Posted by [SencneS](#) on Thu, 20 Mar 2003 01:35:39 GMT

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Most rounded team is GDI. If used correctly GDI can hold a location better then NOD can. This is clear on under. If Nod brings out artys GDI can be blockaded. However the line is NOT impossible to break. When GDI is blockading NOD you. NOD has to have an increadibly team work to get out from under it. All GDI has to do is fall back so the artys in base can not hit it and they can hold that location indefinantly.

GDI has incredible Defence ability. NOD is more for attack. First stright weapons like SBH and STANK. It also has awesome attack strenght. A Flame tank, and mobart. These have huge attack but you can see them comeing and you they are defencless. The best weapon on Nod side is clearly the Stank.

Check this.

Buggy vs Hummer. Buggy is faster but has less armor.

APC's are equal. However GDI's APC is thiner.

Mobart vs MLRS. Both are just as slow as each other and have the same hit points.. But How easy is it for an MRLS to hit a Mobart and kill it while moving in a defence possion. EASY! MRLS can cover a large area of fire mobart doesn't. However put head to head the no moving the Mobart will kill the MRLS before it can complet fire it's second volly killing the mobart.

Flame vs Med. Both the same hit points.. Yeah a Med can hit the flame from a distrance and probaby kill it. But toe 2 toe.. Flame will kick a med ass.

Stank vs Mammy. Both are heavy attack weapons. But check it out. A Mammy can't move for shit. Even in one spot it's a sitting duck. Stank. Can hide and wait for the time to attack the mammy from behind. Most of the time a stank will kill a mammy is it's attacked right.

All of the above. GDI is clearly a defensive team. NOD is all about attacking.

Who is best. Over all I would say GDI. Put both GDI and NOD full of expert players on that side full efficant and effective.. GDI will win always if it plays the defence game.. By that I mean Defend the base and defend a location in the field to attack NOD. NOD just doesn't have the same defence.

SencenS

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