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Subject: wich team is better GDI or Nod?

Posted by [cheeta30](#) on Thu, 20 Mar 2003 10:38:50 GMT

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for the defense GDI is better than Nod, because with the mrls you can shoot from in your base the tanks that are coming to your base by using v and aim.

In the islands level it's extremly good to play GDI because you can destroy the ref. with a MRLS from in your base, but in large levels like city or glacier, it's better to be Nod because you can be quicker with your tanks than the GDI's tanks, if their coming to your base you can destroy them if they are underway, and if you see that 2 mammoth's are coming and you have just a APC with technician then your quicker in their base so you can take out one (or two if you also have a beacon) and usually the tanks are coming back to the base to try and defend it..., but in levels like field and hourglass it doesn't make a difference ehat team you're in.

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