
Subject: wich team is better GDI or Nod?

Posted by [Marsh](#) on Thu, 20 Mar 2003 20:13:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

cough cough

Riteo then, basicaly the best team depends on a number of things:

1)Map Size: this effects it a lot as nod have faster vehicles which can easierly spped past the gdi tanks and unload, then go back and slow them down, on a small map, the gdis power will pull them through if anything.

2)map style: if the map is small but tanks have to go along way round to get to the base then they nod will win, with hills gdi tanks are usualy slower and will lose speed up the hill. you get the picture

3)teamwork, if all nod go on a speed attack as mentioned above, then the tanks will just walk through your base quicker than the rush. however if half nad half stay back or go, then it will be even and will depend on skill and the other factors.

4)player preference: speaks for its self, if someone loves nod, they will know nod tactics through and throughand even how to defend the gdi attacks.

5)player skill: obvious

6)communication: the more info you give out the beter, its also a good idea, to tell your team what characters are needed on the field before they start running up their with a sniper against a herd of tanks.

these are not in any order.

in conclusion despite the factors it all depends on your preference if you hate gdi then you wont want to play as them.
