
Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:27:00 GMT

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the problem... the game starts with everybody having 5000 credits...wich means the GDI have a little edge... Mammoth tanks cost 1500 credits and it is the most powerful war unit in the game. In fact, all GDI units are a little more powerful than the nod units... It is quite subtle but it can make the difference. First, since GDI have more power they should be able to take control of the tiberium field. Second, they can score much more point since Nod are practicaly useless at this point. And Third, I'm not sure about this one but when you commit suicide don't you start with the initial credits... wich means 5000?On the other hand, if you start with 0 credits, both team should be balance and here is why:Nod have less power but their units are cheaper. They can have access to them a little faster. Also, when they get destroyed, they can go and buy another one real fast.Usualy, when the game starts with 0 credits, the first team to get control of the tiberium field should be Nod. But only for a while. When GDI gets enough money, they should be able to take control of the field...but only for a while...So as you see field control is always shifting if you use 0 credits... but if you don't GDI should always be in control... No wonder a lot of people is complaining about Nod being weak...Think about it when you want to keep your teams even...See you on the virtual battlefield

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Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:36:00 GMT

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I will have to disagree with you there, a stealth can EASILY own a mammoth, or a medium for that matter. And the flame tank is death on wheels for GDI tanks. Nod should have no trouble dealing with GDI tanks.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 07:25:00 GMT

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I agree that mammoth are not unbeatable but they still can kill any Nod unit quite easily. I tried it and I was able to move up until I could see the Nod base. You put a few Mammoth tanks together and you get a pretty devastating squad.Plus, the 600/600 energy that they have means that they don't need constant repairs like a sealth would need.I played stealth tank too. The problem with stealth tank is they only have 200/200 energy. So you spend half of your time trying to blow up mammoths and the other half repairing... And then you got some stupid morons (from your team) that jump in your tank, while you are repairing it, and they go get it destroyed... but that is another topic I guess...Bottom line is... GDI has more power but they cost more. By putting some extra credits at the start you give them a little edge. It might be small...but it is still an edge...See you on the field...Nik

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 09:14:00 GMT

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What people do is in a tank they just stand there. NOD tanks are fast and should never stand in one place. By moving they have a better chance to take out stuff. The artiller is perfect for this. Yesterday i did this and i pushed some mammoths and med tanks back to base cause they where getting there ass kicked.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:58:00 GMT

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Yes indeed GDI units do pack a bigger punch and have more health points then NOD units. However it boils down pretty much to the driver's skill in controlling the unit and bring it's the maximum effectiveness. A mammoth's helluava tough! Dishes out a lot of punishment and even regenerates it's hp(to half like C&C) but if just sits there and lets nod units pound it to death. Whereas the NOD units though weaker. Are much faster and agile. And the Light tank not only fast and relatively well armored can run around the map while duking it out with it's 90mm cannon it's smaller profile makes it harder to hit then a medium or mammoth in comparasion. HOWEVER, Nik mentioned that with a starting lumpsum of 5k person. This would definately tip the edge over to the GDI. Considering the maximum of spending you could possibly carry into the battlefield, assuming both teams have relatively skilled players. If everyone on the teams brought the most expensive Characters and Vehicles. The GDI would be able to spend more on Heavy mammoths while NOD would only be able to spend say 600 on a Light or 800 on a flame tank to counter em. Under the assumption that everyone can respawn with 5000 dollars even skilled veterans on the NOD side would have a difficult time trying to push back unlimited waves of Mammoths. Hence i agree that it's more balanced to always start the game off with 0 credits.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:00:00 GMT

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what ive seen usually happens from a 0 credit start is this: gdi takes feild, holds for a while, nod sneaks up and takes over, and then it's any amn's game from there. if gdi attacks the nod harvester they basically screw the entire nod team and can from there establish a good lead. if they try to be aggressive though nod beats em up and takes the feild back. gdi is basically default win if both sides play a perfectgame, because they can control the feild from the begining.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:01:00 GMT

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o yes, i forgot, ive taken out a mammoth with a nod buggy, yes its possible (newb in tank probably) tough, but with a little skill possible.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:02:00 GMT

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Granted a long range a newb Stealth tank can beat a newb Mammoth, but a good mammoth will own any stealth tank. The stealth tanks only real quality is that in #'s they can surround prey. What's his name up top is right. GDI have the advantage with starting resources. Honestly, I like to have 150-200 starting. I like the Chem Warriors and Sydney.

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:05:00 GMT

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quote:Originally posted by Nik:I agree that mammoth are not unbeatable but they still can kill any Nod unit quite easily. I tried it and I was able to move up until I could see the Nod base. You put a few Mammoth tanks together and you get a pretty devastating squad. Plus, the 600/600 energy that they have means that they don't need constant repairs like a stealth would need. I played stealth tank too. The problem with stealth tank is they only have 200/200 energy. So you spend half of your time trying to blow up mammoths and the other half repairing... And then you got some stupid morons (from your team) that jump in your tank, while you are repairing it, and they go get it destroyed... but that is another topic I guess... Bottom line is... GDI has more power but they cost more. By putting some extra credits at the start you give them a little edge. It might be small...but it is still an edge... See you on the field... Nik That's why you always have a Ace up your sleeve. Put team damage on and plant lots of remote C4 on your tank just in case it gets stolen. Team damage also works against those idiot engineers that run around repairing enemy tanks. If team damage is off the C4 will work for enemies, but the teammate thieves and idiot engineers can't be stopped. I think all non-newb servers should use team damage. [February 24, 2002: Message edited by: Crazy Ivan]

Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Sun, 24 Feb 2002 19:48:00 GMT

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Thank you for your participation. I was happy to share that topic with you guys see you all in the new topic. feel free to add more comments See ya all on the field...Nik

Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Mon, 25 Feb 2002 00:46:00 GMT

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quote:Originally posted by Da-Cidre:Yes indeed GDI units do pack a bigger punch and have more health points than NOD units. However it boils down pretty much to the driver's skill in controlling the unit and bring it's the maximum effectiveness. Agreed I have seen a buggy take out a mammoth just because the mammoth driver failed drivers ed.

Subject: some people don't understand the expression «even teams»
Posted by [Anonymous](#) on Mon, 25 Feb 2002 00:53:00 GMT
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I dont think so, a stealth tank can take out a mammoth with a bit of work and space. I think that game is equal enough (I always thought it was GDI friendly, but I have learned that NODs have more power if used right.) that it should be a stand still.

Subject: some people don't understand the expression «even teams»
Posted by [Anonymous](#) on Mon, 25 Feb 2002 04:55:00 GMT
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The mammoth can take out any other unit if the driver can aim well (as I do). Moving targets are no problem, even infantry at long range can be dealt with. The size makes it easier to hit but it also makes it easier to fire, a light tank can't shoot above anything. If everybody starts with 5000, what stops GDI from buying 10 mammoths? Or lets say they get 3 mammoths, 2 MRS and a bunch of Hotwires?. What chance do NOD have if GDI also protect the base and tunnels? The MRS can easily reach the tiberium refinery, airstrip and hand of NOD while the mammoths provide cover. 3 mammoth can easily take out the obelisk if they sacrifice one. NOD are chanceless if GDI knows what they are doing.

Subject: some people don't understand the expression «even teams»
Posted by [Anonymous](#) on Mon, 25 Feb 2002 11:05:00 GMT
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Nods advantage is not speed and mobility, the best thing agains GDI tanks are three gatling laser Black hand troops or Stealth troopers with C4's. Nods advantage is troops. I've never used tanks on the offensive. All troops types carry C4, but the stealth Back Hand can deliver it. Pick up the power up and more often than not it will reload your gun and the C4. I've defeated many GDI tank rushes with this, including three mamoths and a MLRS.

Subject: some people don't understand the expression «even teams»
Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:26:00 GMT
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I think everyone is mistaking the topic for a balanced game, with one wave of mammoths...I've played on the 5k servers, sure, you can kill a mammoth, but not if there's 4, and a dozen hotwires

running around chaotically repairing them, not to mention they can have a med/mamm sit and hold fire on the tunnels and prevent any1 from coming out that way either. Kill a few mammoths, and on the 5k servers, more come, and all-in-all, it's in GDI's favor, flame tanks? good if there's only 1 mammoth...same goes for stealth tanks, it's nice if you can single out a target, but not if it's a small armada of bulky really tough tanks with lotsa firepower.

Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:28:00 GMT

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if people cant take out mammoth, they haven't try flame tanks.... and if some of you guys can aim at moving targets even at great range, it's just because they don't move the right way... I can take out a mammoth in 1 on 1 with a CGBH trooper....

Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Tue, 26 Feb 2002 05:56:00 GMT

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all you need to own a mammoth is 2 artillery guys who stand at the ridge. when they spot a mammoth at the GDI entrance start firing, as a diversion get some guys to flank the tank, the tank will be confused because some units the will do serious damage to the tank. Get some stealths to take the tank as their target. firing one or two rounds and cloak again. I owned the game many times doing this, the artillery of the nod is powerfull and effective to use agains vehicles and smaller units. So if ya got some engineers around you'll be sitting fine in your artillery, trying not to dodge the big guns of the mammoth. happy hunting

Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Thu, 28 Feb 2002 08:02:00 GMT

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i can own 2 tanks maybe 3 with a black hand trooper,
