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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 16:53:00 GMT

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other than working against GDI vehicles, flame rushes, and base cleanup, they're pretty useless. am i right? i think it might just be im not very good with the stealth tank, and the light tank gets owned by a medium, but still, is it as inbalanced as i think?

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 17:01:00 GMT

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no it balanced good!!!nod tanls are faster!!!!

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 18:20:00 GMT

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they're good for the following:Artillary = great for defense, and maybe attackbuggy = good transport for engineers if they need to get to a beacon quickly. Also good agenist infantry rushes.APC = good for what it does, transport infantry, also good if there's a point you need to get infantry across tiberium (a map were the only way across (no alternate passways) tiberium)

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 20:56:00 GMT

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and stealth tanks are good for hit and run, as well as splatting infantry!

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 20:58:00 GMT

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I think Nod has great tanx. I've killed 3 mammoths and 2 Med tanx with one Light tank. So don't tell me that they suck.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 23:39:00 GMT

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It is all dependent upon your engineer back up. With a good team of GDI engineers, GDI equipment is far superior in every way against Nod even with a good Nod Engineering team backing up their vehicles. 1 Mammoth and 1 Mlrs can hold back a mix of any 8 Nod vehicles with a minimum of 2-4 highly trained engineers. And Nod vehicles do suck without heavy crippling done beforehand to GDI's economy, and the medium tank and mammoth drivers actually were the ones that suck.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 23:40:00 GMT

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In Renegade, which is FPS style, the faster Nod tanks can dodge tank shells more easily than the medium tanks, and their faster speed also makes up for it.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 23:49:00 GMT

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Bah! It's all dependent upon pilot/leading skill anyway in a duel regardless if you have engineering back up. Just like the age old battle between snipers just killing each other over and over if both are good, or if one is horrible that one then dies constantly. If anything, the extra 100 armor balances against the light tank, making it once again implies dueling is occurring and if more than one tank, that both medium drivers suck.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 01:21:00 GMT

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I like the NOD vehicles better than GDI vehicles, prolly just because I love stealth tank so much. I always save for stealth tank and Technician suit. IMO a stealth tank can be very powerful if you know how to use it, I've taken out tons of mammoths with it, it's all about playing it right. Some ppl buy stealth tanks coz they cost most (so they think, if they cost the most, they'll be the best, that's a stupid idea). Then you see them charging in on the way more powerful GDI tanks and die in 5 seconds. Of course that isn't gonna work, you can't win a straightforward fight against a GDI tank with a stealth tank, a stealth tank has way too low armor for that. If you wanna go around and shoot then take a light tank when playing NOD. But as stealth tank I always drive around and wait for opportunities. Maybe a mammoth charges while being backed up by 2 engineers, so I drive around in the back and kill the engineers. Maybe a mammoth is retreating low on health, then I chase it and kill it. And at any time as soon as my armor is shot, I run (unless we rushing base of course). I run, let myself cloak again, and park behind a rock to repair quick (since they have almost no armor/health they are fast to repair), and then I go in again. I can easily play a game with only having to buy one or two stealth tanks, just don't do a direct rush against GDI tanks coz that's suicide. As for GDI firepower, yea, when your base is under siege by their tanks backed up by engineers, you can only pray that someone is able to place a nuke between them to fry the

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engineers coz NOD tanks are no match for GDI tanks in a direct conflict.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 07:37:00 GMT

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With a flame i killed once 2 mammoths and 1 harvester in a row PS: btw, the ravesaws are VERY good as backup units

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 10:04:00 GMT

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Forget about using missiles or shells on Inf. just run them over => I don't know how many times I've won games by just running over stupid NOD or GDI soldiers who think they can get in close and personal to only find themselves on the bottom of my tank treads.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 10:57:00 GMT

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I am the light tank Master, hear me roar! Bring your mobile rocket launchers, bring your Mammoths, it makes no difference to me. Woe to the engineer suicidal enough to step out of his tank for a little repair. Beheadings and roadkills galore! I'll sc\*\*\*\* you off my treads at night and sell your medals for beer money. Come one, come all! On my pale horse, I stand immortal!

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 10:59:00 GMT

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NOD are my overall favorite side there infantry can own most tanks with ease. But the vehicles are also above average buggys are good for recon and running peeps over and the tank may not be as good as GDI but in groups there unstoppable

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 11:03:00 GMT

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in every fight ive seen, regardless of engineers or whatever a decent gdi team of drivers can kick the hell out of the nod team. flame tanks are cool, but you cant make them last long and be

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effective. apcs, gdi has them too so its a moot point, artillery, almost exactly like mrls, close enough i consider them equal, light tank gets owned by a medium or mammoth, stealth is weak unless your in a confusing battle situation where the enemy wont be able to identify you immediately. flame tank is good, but not as good as a mmamoth.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 12:35:00 GMT

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quote:Originally posted by Shade:other than working against GDI vehicles, flame rushes, and base cleanup, they're pretty useless. am i right? i think it might just be im not very good with the stealth tank, and the light tank gets owned by a medium, but still, is it as inbalanced as i think?1.) Nod relies more on infantry (Use Flamethrower against tanks, they are for free so use them plenty!)2.) Artillery has high range! Use it! You can defend your base from the airstrip. DONT MOVE IN FRONT OF A MAMMOTH WITH AN ARTILLERY!!!! I know most of the people do this and its stupid. You give them only some cheap score points.3.) Look at the "Your tactics at work" thread for the stealth tank.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 14:36:00 GMT

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quote:Originally posted by Shade:in every fight ive seen, regardless of engineers or whatever a decent gdi team of drivers can kick the hell out of the nod team. flame tanks are cool, but you cant make them last long and be effective. apcs, gdi has them too so its a moot point, artillery, almost exactly like mrls, close enough i consider them equal, light tank gets owned by a medium or mammoth, stealth is weak unless your in a confusing battle situation where the enemy wont be able to identify you immediately. flame tank is good, but not as good as a mmamoth.they probably don't know how to use the units effectively enough. Nod was more of a gang up and kick arse type team. I'd suggest have stealth tanks sneak on two different sides, and have bigger tanks take out from the front. If you use good tactics, Nod will overwhelm the enemy to their defeat. If they have engieners, have like black hand with stealth, sniper or ever a stealth tank kill them (tank should run over them).

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 14:38:00 GMT

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Flame Tanks are the best. I can take out a Mamoth Tank quick. And that's one on one... of course, Flame Tanks are useless when charging the enemy by yourself. Unlike a Mamoth Tank you can do that but against a Flame Tank... I don't think so.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 14:45:00 GMT

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Shade,Sure GDI has better tanks but from personal experiance Infantry own the battle field (in Under anyway). If GDI are attempting a tank rush use Ravenshaw to support the Nod vehicles. Stand back behind the Nod vehicles and shoot at the enemy vehicles. I personally think the mammoth is way over rated. Its to big and slow for a map like under. Mammoths just get in the way of each other. This makes them easy targets for characters such as Ravenshaw. Medium tanks, APC and Humves scare me. There small faster and more manuverable making them harder to hit.Dontshoot

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 16:22:00 GMT

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NOD tank is cheaper too.....and faster of course, and for me, Speed is GOOD... Leo

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 17:30:00 GMT

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i very seldom buy a tank... infantry are fine... and for that map that you say there is no way accros w/ out a tank i believe its called complex.. tehre is a tunnel system that you can run through

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 19:58:00 GMT

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MRLS actully arent that good since their missiles move to slowly and people can dodge them, but the MRLS can shoot around corners

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 21:08:00 GMT

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All of nods tanks except the stealth tank are fine.The buggy is pound for pound a better deal then the humvee, faster and more easily manuverable, 100 less yet only with 50 less armor 250 compared to humvees 300.Then the artillery, great against infantry and lots of firepower against everything else, they are what you want to defend, as their lack of armor is necessary due to their extreme firepower, I believe they have more firepower then a mammoth. If these are somehow

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guarded well with the stronger armored tanks then your getting in a lot more extra firepower. Flame tanks are base and mammoth killers, if you want to rush a base, except no substitute, if you want to kill a mammoth, except no substitute. Although they are not good against mrls and medium tanks as they can retreat fast enough. Apc is same as gdi, does what it does, same price. Light tank - 200 cheaper then a medium, which is what makes it balanced because it has 200 less health then medium. As in Nod fashion though it is faster but with less firepower price per price compared with the medium. If your a good driver you can retreat and flank better with this tank then with mediums. Stealth tank - don't like it, stealth on this tank is somewhat of a joke, you have the opportunity to get the first shot off, and that is barely worth it because after you shoot your pathetic armor is shredded before you can retreat. Extremely high price, only good thing about this tank is its firepower, otherwise its ridiculously low armor and very high price make it not worth it for the meager stealth ability. It has HALF as much health as a medium tank, yet costs 100 more. I just don't see the deal, because its stealth can only be used for small things since its a huge tank unlike the black hand which can sneak around and take full advantage of his stealth. This tank is just a ripoff.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Thu, 28 Feb 2002 14:26:00 GMT

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Vehicles are useless in the absense of infantry, particularlyly the HumV/Buggy and the MRLS/Artillery as snipers can destroy these. What ever is left over is mopped up by the heavy infantry. In addition one good sniper (take myself for example - no i'm not a great tank driver) can easily take out all the engineers trying to make invinso tanks and at the same time kill most of the other team's anti tank stuff. The only two things in all the game that are good for killing snipers are other better snipers and the Nod Black Hand cloaker infantry. Without a decent number of infantry.....u WILL fail (So long as the other team doesn't SUCK horribly)

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Thu, 28 Feb 2002 14:30:00 GMT

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It seems that nod-players rather want to attack than repair a damaged vehicle. On the other hand GDI tanks are always supported by engineers. Nod-vehicles need the same support.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 00:39:00 GMT

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Stealth tank no good?!? do you think they made a tank with no good stuff?!? its the best of 'em.its cloacked, its easy to retreat and repairing the vehicle.and now to the most fun..it shoots 2!! rockets a shot, now you sayit has too weak armouri say yah but if you use free look you can just move with turret faced to him andthen you can realy dodge any shots because the shots are realy slow (it takes nearly 2-4 seconds for it to impact in demo map and that is a \*\*\* lot of time to dodge

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the shot, . but if you using this tactic then your movi'n all the time, and when your life is low just stop shooting and cloack and retreat to your base and repair it, and then do same thing again but mammoth is to slow to dodge with so a mammoth needs helping engineers and that is the point, you need no helping enginners because it is not often you get hit.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 00:41:00 GMT

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Stealth tank no good?!? do you think they made a tank with no good stuff?!? its the best of 'em.its cloacked, its easy to retreat and repairing the vehicle.and now to the most fun..it shoots 2!! rockets a shot, now you sayit has too weak armouri say yah but if you use free look you can just move with turret faced to him andthen you can realy dodge any shots because the shots are realy slow (it takes nearly 2-4 seconds for it to impact in demo map and that is a \*\*\* lot of time to dodge the shot, . but if you using this tactic then your movi'n all the time, and when your life is low just stop shooting and cloack and retreat to your base and repair it, and then do same thing again but mammoth is to slow to dodge with so a mammoth needs helping engineers and that is the point, you need no helping enginners because it is not often you get hit.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 03:12:00 GMT

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stealth tanks take out harvs pretty quickly. if you are obsessive like me, buy a raveshaw, and a stealth tank, sit on the hill (on under of course) and start shooting. once things get dicey, pull the tank back, and have your trusty nod artillery backup from the other elevated position open fire. this tag team only dies under a very accurate dead person.

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Fri, 01 Mar 2002 03:54:00 GMT

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I have been successful with Artillery, buggy and flame tanks. They all have their strengths and weaknesses

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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Sat, 02 Mar 2002 13:37:00 GMT

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Whatever dodging you can do with the stealth tank you can do with the equally fast and more armored (600 total health compared to stealths 400) light tank which costs 300 less.

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