
Subject: Nod vs. GDI (Vehicles)

Posted by [JoeBro](#) on Sun, 27 Jul 2008 20:40:12 GMT

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Answer the following questions in your own opinion:

1. Do you think the Apache is better or the Orca?
2. Do you think the Buggy is better or the Humm-Vee?
3. Do you think the Light Tank is better or the Medium Tank?

Note: The following questions are asking for your opinion; there is no absolutely "correct" answer. Thank you!

P.S. My name on Renegade is "WolfWarrior2". Send me a message if you want when you see me.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Canadacdn](#) on Sun, 27 Jul 2008 20:49:44 GMT

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1. Yes, as it doesn't make as much noise.
 2. They're both essentially the same, no answer.
 3. Light tank, it's more maneuverable and easier to handle. The med tank is slightly stronger, but is a huge target. Another advantage of the Light tank is the turret on the back of the vehicle, which allows you to hide behind something and fire, while not exposing much more of your vehicle.
-

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [R315r4z0r](#) on Sun, 27 Jul 2008 20:55:54 GMT

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The Orca is better than the Apache as it can turn around and fire directly behind itself, where as the Apache is unable to do so. The Orca's machine gun can also fire twice as far as the Apache's. Another disadvantage for the Apache is that it is larger than the Orca, therefore a bigger target.

As for the Humm-vee/Buggy thing. I like the buggy better because it just simply looks cooler, and I like it's gun. Not to mention is cheaper than the humm-vee.

And for the tanks, I prefer the medium tank to the light tank simply because you have an easier time overpowering your enemy with medium tanks rather than light tanks.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Nukelt15](#) on Sun, 27 Jul 2008 21:28:02 GMT

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1. IIRC, wasn't there a slight range advantage for the Orca over the Apache? If so, then Orca would be the natural pick, even though it is a bit noisier (as if you couldn't hear the chopper noise anyway). Both are relatively small targets and nimble enough that target profile makes little difference anyway.

2. There's not a whole lot of difference... but in a match between the two, with equal drivers, the Hummer will always win because of the extra armor. Based on that alone, the Hummer comes out on top. It doesn't matter, though, because both vehicles suck horribly and are only good for very early rushes. Seriously, though, the only other vehicle a Hummer or Buggy can take on is a Transport Chopper. That's just sad.

3. Light Tank, hands down. Not only is the Med a much larger target, its turret is also placed close to the center of the vehicle; the driver must expose more than half of the vehicle in order to have a clean shot. The Light is faster, has a much slimmer vertical profile (which is fantastic for hiding behind those low walls while shooting over them), and can corner-fight without exposing most of the chassis. The Med has more armor because it needs more armor; if it had the same 300/300 as the Light, it would get slaughtered even with its extra firepower. Being able to take more hits is nothing compared to being able to avoid being hit. The Light can also change the angle of its weapon without taking it off-target or changing positions just by rotating in place (handy when you've got a crowd of other vehicles interfering with your target acquisition).

The Med does have a slight advantage in some situations however; its ordinarily disadvantageous turret placement allows the driver to switch directions without actually turning the tank around without incurring any other disadvantages (like leaving more of your vehicle exposed).

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [BlueThen](#) on Sun, 27 Jul 2008 21:36:54 GMT

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1. No difference to me.

2. Buggy is cheaper.

3. Light tank is faster and smaller.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Herr Surth](#) on Sun, 27 Jul 2008 21:47:50 GMT

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Apache wins in Dogfights because of more range, however its sneakier because its silent. So you have a higher chance of killing a havoc by sneaking up on him.

buggies are worthless and so are humvees, lol. except on city_fly if you get 200 box

Medtank is superior on most maps because its more versatile. on under lighttanks are cooler though.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [JoeBro](#) on Sun, 27 Jul 2008 21:50:55 GMT

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JoeBro wrote on Sun, 27 July 2008 15:40Answer the following questions in your own opinion:

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Note: The following questions are asking for your opinion; there is no absolutely "correct" answer. Thank you!

P.S. My name on Renegade is "WolfWarrior2". Send me a message if you want when you see me.

This is my opinion:

1. The Apache is quieter than the Orca, but the Orca is a little bit of a smaller target than the Apache. So I'd say they're almost tied. The Orca also looks more Sci-Fi.
2. The Buggy, while faster and cheaper, has weaker armor than the Humm-Vee. For reconnaissance, Buggy all the way, but for protection and defense, Humm-Vee is the way to go. So it really depends on what you like best.
3. The light tank, while faster, more maneuverable, and cheaper, has less armor, and less firepower than the medium tank. Light tanks are good for hit-and-run tactics, while medium tanks are good for head-to-head battles. As a scout and support unit, the light tank wins, but as a heavy attack vehicle, the medium tank is all-powerful.

Thank you for reading!

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [R315r4z0r](#) on Sun, 27 Jul 2008 22:11:54 GMT

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Surth wrote on Sun, 27 July 2008 17:47Apache wins in Dogfights because of more range
Actually the range of the Orca is larger. Orca has 100 range, Apache only has 50.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [JoeBro](#) on Sun, 27 Jul 2008 22:20:48 GMT

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R315r4z0r wrote on Sun, 27 July 2008 17:11Surth wrote on Sun, 27 July 2008 17:47Apache wins

in Dogfights because of more range

Actually the range of the Orca is larger. Orca has 100 range, Apache only has 50.
didn't know

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Caveman](#) on Sun, 27 Jul 2008 22:31:32 GMT

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Orca : Simply because the range is unbelievable, you can kill an apache because it even becomes in range..

Hummer : I use it all the time, the buggy is just too weak to do anything.

Med : Purely because a hotwire can out-repair a light and therefore should never lose a battle against one.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [HeavyX101- Left](#) on Mon, 28 Jul 2008 01:25:25 GMT

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1. Orca, cuz it is small and hard for enemies to kill it.
2. Buggy, cuz it is quick and it is hard for enemies to shoot at them.
3. Medium tank, cuz it strong and kills stuff faster.

Ps, if you new, then act nice, cuz when i was new, i was ban and i hated people here. Now, people hate me

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Nukelt15](#) on Mon, 28 Jul 2008 02:41:00 GMT

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Quote:Med : Purely because a hotwire can out-repair a light and therefore should never lose a battle against one.

Both sides have an advanced engineer class. Neither tank can realistically do more damage-per-second than said advanced engineer class can repair. Saying that there could be a Hotwire about to repair the Med is pointless, because if Nod has its shit together there are Technicians backing up their tanks as well. I'll do you one better- give each driver 1000 credits. Who has the leftover cash to buy that advanced engineer? Arguments based on "what if X player has..." can go on all day, and in the end there still won't be a clear-cut advantage. Either the vehicle stands on its own merits, or it doesn't- what it has behind it in support is irrelevant.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Herr Surth](#) on Mon, 28 Jul 2008 03:21:10 GMT

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R315r4z0r wrote on Sun, 27 July 2008 17:11 Surth wrote on Sun, 27 July 2008 17:47 Apache wins in Dogfights because of more range

Actually the range of the Orca is larger. Orca has 100 range, Apache only has 50. yeah i wanted to write "lose" instead of "win" but i didnt reread my post

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [thrash300](#) on Mon, 28 Jul 2008 05:12:42 GMT

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P.S. My name on Renegade is "WolfWarrior2". Send me a message if you want when you see me.

Thats What I Call Trolling I Believe.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [HeavyX101- Left](#) on Mon, 28 Jul 2008 05:57:22 GMT

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thrash300 wrote on Mon, 28 July 2008 01:12

Thats What I Call Trolling I Think.

That is what i call "people being really fuckin stupid."

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Goztow](#) on Mon, 28 Jul 2008 07:12:20 GMT

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Caveman wrote on Mon, 28 July 2008 00:31 Orca : Simply because the range is unbelievable, you can kill an apache because it even becomes in range..

Hummer : I use it all the time, the buggy is just too weak to do anything.

Med : Purely because a hotwire can out-repair a light and therefore should never lose a battle against one.

I prefer the Orca: much bigger range. The heli is more quiet and looks cooler, though.

Depends on the map. On very open maps and not too many players, I prefer buggies over hummers to rush in. But hummers are way more useful to block airstrip, for exemple thanks to their healthpoints.

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [thrash300](#) on Mon, 28 Jul 2008 07:26:22 GMT

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Goztow wrote on Mon, 28 July 2008 02:12Caveman wrote on Mon, 28 July 2008 00:31Orca :
Simply because the range is unbelievable, you can kill an apache because it even becomes in range..

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Yep Most Of These Questions Varies By The Map You Are Playing For Example, Who Would Want A Mammoth Tank On City_Flying, Or Buying Or A Flame Tank On Walls_Flying Because It Might Get Destroyed By All The Orcas, Thats What Normally Happens I Believe.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [SSADMVR](#) on Mon, 28 Jul 2008 10:18:17 GMT

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Orca is way better, silentness is overrated.

Buggy, its cheaper, smaller and faster.

Med, if you are decent you can easily kill any Itank with a med.

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Caveman](#) on Mon, 28 Jul 2008 12:18:32 GMT
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Goztow wrote on Mon, 28 July 2008 08:12

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

Are you sure about that Gozy? Every time i've tried to out repair a med attacking my light I lost every time.. I just couldn't repair quick enough.. Unless there is a special way to repair your tank that im not aware off?

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Goztow](#) on Mon, 28 Jul 2008 13:25:09 GMT
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Caveman wrote on Mon, 28 July 2008 14:18Goztow wrote on Mon, 28 July 2008 08:12

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

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Nope, don't think there's a special way of repairing, I just always had in mind that both tech and hot could outrepair a light / med. Need to test in-game .

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Caveman](#) on Mon, 28 Jul 2008 13:37:02 GMT
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Goztow wrote on Mon, 28 July 2008 14:25Caveman wrote on Mon, 28 July 2008 14:18Goztow wrote on Mon, 28 July 2008 08:12

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Nope, don't think there's a special way of repairing, I just always had in mind that both tech and hot could outrepair a light / med. Need to test in-game .

The med deals very very slightly more damage than what a unit can repair against another tank.. You will lose but it does take a lot of time.. It would be easier to splash damage the tech repairing then to go out and try and outright beat the light.. But with the light making the damage.. a hotwire can out repair it quite easily...

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Spoony](#) on Mon, 28 Jul 2008 13:48:46 GMT
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JoeBro wrote on Sun, 27 July 2008 16:401. Do you think the Apache is better or the Orca? in a straight fight, the orca wins cos of its longer range - but the apache can sneak up on the enemy, the orca can't.
I'd prefer an orca on wallsfly and an apache on cityfly.

JoeBro wrote on Sun, 27 July 2008 16:402. Do you think the Buggy is better or the Humm-Vee? No preference between the two.

JoeBro wrote on Sun, 27 July 2008 16:403. Do you think the Light Tank is better or the Medium Tank?
neither.

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Spoony](#) on Mon, 28 Jul 2008 13:49:53 GMT
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Goztow wrote on Mon, 28 July 2008 09:25Caveman wrote on Mon, 28 July 2008 14:18Goztow wrote on Mon, 28 July 2008 08:12

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

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tech repairs slightly faster than a light does damage.
tech repairs slightly slower than a med does damage.

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Goztow](#) on Mon, 28 Jul 2008 13:58:48 GMT

Thanks for clearing that up, Spooky!

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Caveman](#) on Mon, 28 Jul 2008 14:31:16 GMT

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Spoony wrote on Mon, 28 July 2008 14:49Goztow wrote on Mon, 28 July 2008 09:25Caveman wrote on Mon, 28 July 2008 14:18Goztow wrote on Mon, 28 July 2008 08:12

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tech repairs slightly faster than a light does damage.

tech repairs slightly slower than a med does damage.

As I thought, thanks.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [GEORGE ZIMMER](#) on Mon, 28 Jul 2008 14:33:24 GMT

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JoeBro wrote on Sun, 27 July 2008 15:40

1. Do you think the Apache is better or the Orca?

Depends on the map. In a generally open map like walls flying, I prefer the orca, due to its superior range and slightly smaller body. On a map like city flying, where you can hide behind things and such, I prefer the apache. No HUGE differences, but yeah.

JoeBro wrote on Sun, 27 July 2008 15:402. Do you think the Buggy is better or the Humm-Vee? Well, they both suck ass, really. But, for early game harvester attacks (Which is their only purpose really), I'd have to go for the buggy. It's faster, and can take a few vital seconds less than the humvee to get to the GDI harvester. Plus, if any of the GDI team manages to attack me, I can run back to the base quicker. Also, thanks to its lower cost, it's easier to get it than the humvee. While both are pretty much entirely useless, atleast the buggy can have one use earlier on. And, if Nod is lucky, the AGT is down, allowing you to possibly speed in with a few buggies. If you went in an APC, it'd probably be destroyed or be taken anyways. Atleast with a buggy, you have higher speed and smaller size to quickly rush an enemy base. Granted, this only worked about once for me, and it was in a smaller game, so it's really only a tactic for small games, but yeah.

JoeBro wrote on Sun, 27 July 2008 15:403. Do you think the Light Tank is better or the Medium Tank?

Light tank, but mostly it's personal preference there. Medium tank works fine aswell, but I mostly like the light tank due to its speed. A good tank driver can dodge more tank shells than the slow medium tank, giving the enemy no points atall. Plus, as stated before, its turret is farther back, making it easier to pop out of corners and such. And it looks awesome.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Starbuzz](#) on Mon, 28 Jul 2008 15:33:13 GMT

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Orca is the best machine. More agile and maneuverable. Can pitch it's nose farther up and farther down giving you great leverage in dogfights while you fire your chainguns. Down factor is the noise as you can precisely tell where an Orca is and what direction it's going depending on the sound. The chaingun rounds travel farther and also have yellow tracer resulting in longer range of fire and better firing visibility respectively.

Apache lacks these but is a more solid machine and gives you more precision control. It is better able to sneak up on any enemy unit due to it's dark color scheme and quiet rotors. It's chaingun range is limited but I heard somewhere it's missiles travel slightly farther than that of the Orca missiles (not sure).

Apache is most dominant in City_Flying as the dark color scheme and quiet rotors give you the stealthy edge. You can easily sneak up on Havocs and other infantry and pounce quickly and quietly on enemy vehicles. The Apache is my machine of choice on City_Flying.

On Walls_Flying, the entire scenario changes as the Apache color scheme works against it and it is the Orca that blends in more. Also, the noise factor takes a backseat as both bases are right against each other. But it is the Orca's awesome superior agility and maneuverability that counts on this map as this map is great for rushes of any kind. You can use the strafe moves very effectively with Orca as you attack buildings and the excellent agility gives you a distinct advantage when dealing with defending infantry. Orca is the best machine on this map and hence my machine of choice on Walls_Flying.

I will take this opportunity to boast. Pwnage pics of me on City_Flying:

And getting accused of cheating by a mod lolololololololololol

And the ending lol but I shotgunned a Hotwire to the face and stole the Orca! pawky FTW!

Reneflying FTW...

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Caveman](#) on Mon, 28 Jul 2008 15:47:34 GMT
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And you feel the need to hide your nick is because? You have something to hide....

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [mr£Ä\\$Ä-z](#) on Mon, 28 Jul 2008 16:33:22 GMT
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mandai scared him!

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Starbuzzz](#) on Mon, 28 Jul 2008 17:05:50 GMT
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Caveman wrote on Mon, 28 July 2008 23:47And you feel the need to hide your nick is because?
You have something to hide....

privacy

On topic:

Also in the Orca, when you exit, you pop out the left side. In the Apache, you exit out the right side. Very important to know if you are going for a building...positioning your aircraft so you are nearest the door. Of course, you watch for mines.

It's very funny to chase a Apache back to it's base and the pilot falls from the building when he exits to repair it lolololololol.....!!

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Lone0001](#) on Mon, 28 Jul 2008 18:01:46 GMT

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1. I would have to save the orca all the way much more maneuverable than an apache.
 2. Doesn't really matter they both do the same thing.
 3. I prefer the Med tank tbh armor over maneuverability in this case.
-

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Goztow](#) on Mon, 28 Jul 2008 18:04:33 GMT

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Brrrrrrrrrrrr 48 SFPS with only 17 players in-game.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [sadukar09](#) on Mon, 28 Jul 2008 18:11:45 GMT

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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Caveman](#) on Mon, 28 Jul 2008 19:41:13 GMT

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and you're trying to show what? ^^^^

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [JoeBro](#) on Mon, 28 Jul 2008 19:42:43 GMT

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Caveman wrote on Mon, 28 July 2008 10:47 And you feel the need to hide your nick is because? You have something to hide....
privacy

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [JoeBro](#) on Mon, 28 Jul 2008 19:46:30 GMT

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pawkyfox wrote on Mon, 28 July 2008 16:33 Orca is the best machine. More agile and maneuverable. Can pitch it's nose farther up and farther down giving you great leverage in dogfights while you fire your chainguns. Down factor is the noise as you can precisely tell where an Orca is and what direction it's going depending on the sound. The chaingun rounds travel farther and also have yellow tracer resulting in longer range of fire and better firing visibility respectively.

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And getting accused of cheating by a mod lololololololololololol

And the ending lol but I shotgunned a Hotwire to the face and stole the Orca! pawky FTW!

Reneflying FTW...

very good in-depth review! you told me a lot of info i never knew! lol

P.S. What's your name on Renegade online? What server do you play on most of the time?

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [sadukar09](#) on Mon, 28 Jul 2008 19:49:13 GMT
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Caveman wrote on Mon, 28 July 2008 14:41and you're trying to show what? ^^^^
Read chat, har.

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Starbuzz](#) on Tue, 29 Jul 2008 00:10:27 GMT
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sadukar09 wrote on Mon, 28 July 2008 14:49Caveman wrote on Mon, 28 July 2008 14:41and
you're trying to show what? ^^^^
Read chat, har.

Yeah dummy mod accusing me of hax...I feel proud when accused of hax cuz I don't.
lolololololol...

Subject: Re: Nod vs. GDI (Vehicles)
Posted by [Nukelt15](#) on Tue, 29 Jul 2008 00:40:17 GMT
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I laugh when someone accuses me of hacking... because I can imagine how bad they must be if they think I'm too good to be true. 'Ol shakeyhands, that's me... Actually, I'm pretty sure I have been forcerg'd, once. Got booted, too, because RG was being a dick about working the day it happened. Funny stuff.

Anyhow, I'd just like to note that of the three vehicles listed, only the Light and Medium tanks can actually support an argument. Range trumps stealthiness for the aircraft, because you should be looking all around yourself anyway, and vehicles are pretty hard to miss unless they're across the map and invisible. Hummers and Buggies are both early rushers that suck donkeys by mid-game. APCs are an obvious GDI win for size, and nobody cares about Transport Helos because there's nothing to argue about. IMHO, the most interesting discussions were always MRLS vs. Arty and STank vs. Mammoth (Flamer having no real "rival").

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [JoeBro](#) on Tue, 29 Jul 2008 13:16:57 GMT

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Nukelt15 wrote on Mon, 28 July 2008 19:40IMHO, the most interesting discussions were always MRLS vs. Arty and STank vs. Mammoth (Flamer having no real "rival").

let's have a discussion on that then.

Which one is better in your opinion:

1. MRLS or Arty?
 2. STank or Mammoth?
-

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [djlaptop](#) on Tue, 29 Jul 2008 14:56:31 GMT

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GDI has superior firepower, plain and simple. If it's a contest of brute force, GDI wins.

Nod however, has stealth, maneuverability and ergonomics on its vehicles. It's much higher "tech."

Brawn vs. Brains.

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [F1r3st0rm](#) on Tue, 29 Jul 2008 22:32:00 GMT

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coveman why u hide ur nick ;[

Subject: Re: Nod vs. GDI (Vehicles)

Posted by [OrcaVTOL](#) on Wed, 31 Dec 2008 18:16:33 GMT

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1. Orca is better, looks cooler and better range and smaller, as for the noise, that doesn't make a lot of difference, hopefully you hear the Apache or Orca before they kill you
 2. I prefer the Humm-vee, better health for 50 credits which will take 30 seconds to get so you'll live longer.
 3. As for the tanks, I typically don't buy them because I like to be fast and small, but I'd go with the Light, faster smaller and the conveniently located turret, the light may have less firepower but who cares when the enemy hits only 25% of the time because only a 1/3 of your body is seen?
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