
Subject: GDI or Nod ???

Posted by [rockstar256](#) on Mon, 20 Apr 2009 20:24:09 GMT

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

Imo Nod is a bit better then GDI, even if gdi has map advantage overally nod is better due to stealths. Nods having lighter and faster vechs so gdi has slow but heavu armoured, but nod has soemthing superior to GDI. Nod have stealth units, its something special for a faction. GDI hasnt nothing special like nod have,i not meant to stealth GDI but they should have some ex, flyin infantry with jet packs or anything else...

Subject: Re: GDI or Nod ???

Posted by [ErroR](#) on Mon, 20 Apr 2009 21:00:25 GMT

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

really depends on the map.

Subject: Re: GDI or Nod ???

Posted by [rockstar256](#) on Tue, 21 Apr 2009 09:44:20 GMT

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

ErroR wrote on Mon, 20 April 2009 16:00really depends on the map.
i known but i meant GDI hasnt got anything special like nod has, stealths.

Subject: Re: GDI or Nod ???

Posted by [ErroR](#) on Tue, 21 Apr 2009 11:35:46 GMT

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

yeah indeed, but i totaly support the humvee and mrls. If not ambushed by stanks it's cool. I remember some time ago we played. There was a med and too humvees (me and my friend) Nod was trying to throw all at us. Arties, stanks. Multiple humvees have really decent fire power. It's also better than an apc sometimes due to maneuverability and speed it was under btw

Subject: Re: GDI or Nod ???

Posted by [Goztow](#) on Tue, 21 Apr 2009 11:38:54 GMT

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

They're perfectly balanced on most standard maps.

Subject: Re: GDI or Nod ???

Posted by [RMCool13](#) on Tue, 21 Apr 2009 12:24:47 GMT

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

what really amazes me is that on any given map there are at least 4-7 SBH's.

Usually they just wait and pray a nub gets out of there veh so basically 4-7 people on nod do shit. Its amazing that even though NOD is down 4-7 people it still seems to balance.

maybe because GDI goes all the way back to their base to rep unlike NOD? just the fear of NOD's stealth seems to balance the teams out.

Subject: Re: GDI or Nod ???

Posted by [mr£Äz](#) on Tue, 21 Apr 2009 14:15:20 GMT

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

GDI - Stronger

Nod - Fast

Subject: Re: GDI or Nod ???

Posted by [Herr Surth](#) on Tue, 21 Apr 2009 15:13:48 GMT

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

Goztow wrote on Tue, 21 April 2009 06:38They're perfectly balanced on most standard maps. dream on.

Subject: Re: GDI or Nod ???

Posted by [Jamie or NuneGa](#) on Tue, 21 Apr 2009 17:30:43 GMT

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

would take way too long to explain the balance of the sides... every map has stages where one side is stronger than the other

Subject: Re: GDI or Nod ???

Posted by [Pyr0man1c](#) on Tue, 21 Apr 2009 17:33:08 GMT

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

Nune wrote on Tue, 21 April 2009 12:30would take way too long to explain the balance of the sides... every map has stages where one side is stronger than the other

Well that depends on how they play during the course of the map, for instance a team can use infantry to take the field at the early stages of the map and then put heavy tanks on ASAP, and then they just need to make sure that they don't make mistakes.

Subject: Re: GDI or Nod ???

Posted by [rockstar256](#) on Tue, 21 Apr 2009 19:06:48 GMT

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

atleast imho game is 90% balanced and veryplayble

Subject: Re: GDI or Nod ???

Posted by [ArtyWh0re](#) on Fri, 24 Apr 2009 21:24:58 GMT

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

They are both good. The Stealth Black Hands are 1 of the best units in the game but they can also be Nod's weakness as some people will be them and do nothing.

Subject: Re: GDI or Nod ???

Posted by [slosa](#) on Sun, 26 Apr 2009 02:42:22 GMT

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

ErroR wrote on Mon, 20 April 2009 16:00really depends on the map.

yeah it really does depend on the map sometimes, however I like being on nod for the stealth heh.

Subject: Re: GDI or Nod ???

Posted by [rockstar256](#) on Fri, 01 May 2009 08:33:02 GMT

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

Yeah nod is much more fun to play due stealth and fast, sneaky units. Maybe some of you find gdi in favor but you must agree nod is better due to stealths. Gdi dosent have anything superior to nod like stealths. Thats why they might feel worse. Gdi should have for example heavy inf from steel like zone trooper(cnc3). I known zt werent in tibdawn but it would make them superior.

Subject: Re: GDI or Nod ???

Posted by [ErroR](#) on Fri, 01 May 2009 11:47:19 GMT

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

If only gdi had recon bikes with: 150 health 100 armor, 2 shots per clip. Would be fun lolz. Stanks would chase them but miss many times

Subject: Re: GDI or Nod ???

Posted by [rockstar256](#) on Fri, 01 May 2009 21:48:17 GMT

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

Recons dosent fit gdi really..

Subject: Re: GDI or Nod ???

Posted by [ErroR](#) on Sat, 02 May 2009 11:06:21 GMT

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

rockstar256 wrote on Sat, 02 May 2009 00:48Recons dosent fit gdi really..
yep, but are fun

Subject: Re: GDI or Nod ???

Posted by [rockstar256](#) on Sat, 02 May 2009 12:22:44 GMT

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

yeah, they are fun

Subject: Re: GDI or Nod ???

Posted by [ErroR](#) on Sat, 02 May 2009 14:00:45 GMT

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

recons running from stanks should be fun too

Subject: Re: GDI or Nod ???

Posted by [RTsa](#) on Mon, 04 May 2009 13:58:48 GMT

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

I prefer Nod myself. They're more fun.
