
Subject: NE ONE ELSE LIKE GDI

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

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I love GDI i think any GDI vehcile can take out the same class of vehcile of nod if used correctly and vice versa. A medium tank can take out a flame tank w/o even getting damage. Nothings better than when the nod is losing thers no power plant and no airstrip and they hear the disticnt sound of the MAMMY. Its secondary firing capabilities are awesome u can easily kill 2 to 3 ppl each shot and u can hit pesky little engys inside buildings with the missiles large blast radius. I do believe however the sides are very balanced and its all up to the skill of the driver.[May 01, 2002: Message edited by: Bull Dawg]

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Wed, 01 May 2002 21:45:00 GMT

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quote:Originally posted by Bull Dawg:I love GDI i think any GDI vehcile can take out the same class of vehcile of nod if used correctly and vice versa. A medium tank can take out a flame tank w/o even getting damage. Nothings better than when the nod is losing thers no power plant and no airstrip and they hear the disticnt sound of the MAMMY. Its secondary firing capabilities are awesome u can easily kill 2 to 3 ppl each shot and u can hit pesky little engys inside buildings with the missiles large blast radius. I do believe however the sides are very balanced and its all up to the skill of the driver.[May 01, 2002: Message edited by: Bull Dawg]I agree that the sides are balanced. Nod has more weaker vehicles for different uses (eg. flame for building, stealth tank for vehicle and buggy for infantry). GDI instead of having a 6th vehicle has a mammoth of a vehicle called a "Mammoth tank".

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Wed, 01 May 2002 22:18:00 GMT

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the sides are baalnced when i play in team play i prefer Nod(so u wont panic ack) and when i go for an "impulsive gung ho tactics" i preffer Gdi

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 01:45:00 GMT

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The Vehicles are balanced, but what about the infantry. Nod has the Lazer Chaingunner which is excellent against aircraft. Then there is the feared Stealth trooper rush with a Beacon or two.

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 08:59:00 GMT

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Boink

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 09:16:00 GMT

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The stealth troopers are for wussies. NOD is a beginner's team, with the cheap flame tanks and the laser gunner. Now, GDI needs skill to play with. NOD is always too occupied trying to set up a big rush, but with GDI, one or two INFANTRY can take out half their base. On Under, I was a GDI sniper, killing anyone that came out of the back entrances, and our scout (now THAT's teamwork) reported 4 flame tanks coming up the hill, with 2 engines. We got 2 med tanks and an mrls, and I had gotten a reasonable amount of money from sniping, so I switched to a hotwire, bought a beacon and snuck out the back entrance. Their back entrance was mined, but not well. I took out the mines, ran to the bottom exit and ran, and ducked behind the rock. I got back up, ran, ducked behind the rectangle thing. I ran across to the HoN (The obelisk was too slow, and I timed it so that the turrets were facing the other way) and once I got to the HoN, I could easily walk to the PP without being seen by the Obelisk. I planted some mines at the PP entrances, put my beacon in the gap of the PP, and put one mine on it. I then put all my C4 on the MCT and blew up the remotes. The engines ran to fix the MCT, while one looked for the beacon. They took out the mines at the PP entrances, but the one near the beacon blew up an engine. And so, the PP blew up, my team cheered, and I finally got squished by an APC, who found me shooting my pistol off. One of my teammates organised another sneak in op. and I joined him. He took on the Ref, and I blew up the air strip. We couldn't succeed in blowing up the HoN, but we still won, and I got MVP .

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 10:34:00 GMT

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quote:Originally posted by The Argon Array: The Vehicles are balanced, but what about the infantry. Nod has the Lazer Chaingunner which is excellent against aircraft. Then there is the feared Stealth trooper rush with a Beacon or two. patch is good for stealth and is the equivalent of stealth.

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 14:31:00 GMT

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quote:Originally posted by Tyrant *Beo*: The stealth troopers are for wussies. NOD is a beginner's team, with the cheap flame tanks and the laser gunner. Now, GDI needs skill to play with. NOD is always too occupied trying to set up a big rush, but with GDI, one or two INFANTRY can take out half their base. On Under, I was a GDI sniper, killing anyone that came out of the back entrances,

and our scout (now THAT's teamwork) reported 4 flame tanks coming up the hill, with 2 engies We got 2 med tanks and an mrls, and I had gotten a reasonable amount of money from sniping, so I switched to a hotwire, bought a beacon and snuck out the back entrance. Their back entrance was mined, but not well. I took out the mines, ran to the bottom exit and ran, and ducked behind the rock. I got back up, ran, ducked behind the rectangle thing. I ran across to the HoN (The obelisk was too slow, and I timed it so that the turrets were facing the other way) and once I got to the HoN, I could easily walk to the PP without being seen by the Obelisk. I planted some mines at the PP entrances, put my beacon in the gap of the PP, and put one mine on it. I then put all my C4 on the MCT and blew up the remotes. The engies ran to fix the MCT, while one looked for the beacon. They took out the mines at the PP entrances, but the one near the beacon blew up an engie. And so, the PP blew up, my team cheered, and I finally got squished by an APC, who found me shooting my pistol off. One of my teammates organised another sneak in op. and I joined him. He took on the Ref, and I blew up the air strip. We couldn't succeed in blowing up the HoN, but we still won, and I got MVP . Hmmm so what you're saying is that GDI is better because: a.) they have an infantry that can blow up a building, and can carry a beacon b.) they have a sniper c.) it's possible to use someone as a scout, but only with GDI

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 16:08:00 GMT

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Nod is not for wuss's. Case in point is since Nod vehicles are weaker you have to be more careful then just do a "me retard, me donna care abouts base, I go make enemy base go boom boom" naturally they fail- again and again, also Nod is my favorite side because they have more tactics to choose from, such as doing a stealth beacon run, or flame rush (if done properly it destroys entire base- I did it once) or tank rush so on and so forth. GDI is for rushers and the retarded rambos because they have higher armour

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 16:54:00 GMT

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Nod's tanks and buggies are made for speed and finesse. GDI's tanks and buggies are made to get the job done, and make themselves look good while they do it. Remember the RTS game? Nod strikes quickly and quietly whilst GDI wants to make themselves look good for the press. If you want to run in and demolish your opponent in a wide open game, GDI is the way to go. If you want

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 18:24:00 GMT

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uh , argon i will correct you , ramjet or sniper are good for blow up aircraft and light armorde vehicle

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Thu, 02 May 2002 22:25:00 GMT

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I prefer GDI, though I think it's because I like the standard style tanks rather than flame crap. When playing Nod I prefer the light tank. For undefended maps, Nod's stealth units tip the scales a little too much in their favor. If you don't agree, just wait until you have 6 beacons deployed at once and even with plenty of teammates defending your base. An organized Nod team on a couple of the maps is nearly impossible to defeat. You often simply have no chance of seeing them unless you walk into them by accident. A stealth black hand coming out of an exploding vehicle is nearly impossible to track down due to the smoke. Still, I get thrown on the GDI team more often than now (something like 1.8 to 1, as a guess) but I still maintain a winning record (it's close to even but I think I have something like 14 wins to 10 losses).

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Fri, 03 May 2002 00:21:00 GMT

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quote:Originally posted by Tyrant *Beo*:The stealth troopers are for wussies. NOD is a beginner's team, with the cheap flame tanks and the laser gunner. Now, GDI needs skill to play with. Heh its almost like what people were talking about on the RA2 boards when Yuri's Revenge came out. Its like Nod == Yuri, GDI == Soviets. ...Unless of course things have changed over there...Anyway, I always feel so much better when my team wins as GDI. Stopping flame rush after flame rush is a great feeling.

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Fri, 03 May 2002 05:07:00 GMT

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How is it that some one can say "Nod is for beginners because they are wusses" and only GDI requires skill, yet they say "When your on GDI you can blow up half the base with just 1 infantry?"

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Fri, 03 May 2002 08:30:00 GMT

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quote:Originally posted by ras:Hmmmm so what you're saying is that GDI is better because:a.) they have an infantry that can blow up a building, and can carry a beacon.b.) they have a sniper c.) it's possible to use someone as a scout, but only with GDIA) I'm saying that NOD are too preoccupied with the famous flame tank rush.B) I never said NOD didn't have a sniper. I said I was a sniper character.C) I said that GDI was playing as a team on that map, with everyone having specific jobs. NOD can also do that, unless, like I mentionned in A), they are setting up a flame tank rush. quote:Originally posted by Visceroid_Man:How is it that some one can say "Nod is for beginners because they are wusses" and only GDI requires skill, yet they say "When your

on GDI you can blow up half the base with just 1 infantry?"If you would have quoted me correctly, you would have noticed that I said Stealth Black Hands are for wussies. And I took down 2 buildings, not half the base. All this because they were, as always, preoccupied with a flame tank rush. The light tank is a formidable weapon, but they still use flame tanks. So to re-cap, NOD's weakness is the flame tank. Infantry can easily run by and wreck the whole base. A good GDI player (hence the "GDI needs skill to play with") uses variety, as opposed to, again, NOD's flame tank rush.DO YOU GET IT NOW?

Subject: NE ONE ELSE LIKE GDI

Posted by [Anonymous](#) on Fri, 03 May 2002 08:41:00 GMT

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quote:Originally posted by GameJet:Nod's tanks and buggies are made for speed and finesse. GDI's tanks and buggies are made to get the job done, and make themselves look good while they do it. Remember the RTS game? Nod strikes quickly and quietly whilt GDI wants to make themselves look good for the press. If you want to run in and demolish your opponent in a wide open game, GDI is the way to go. If you wantsory i wasent able to finish at that time.If you want to sneek into a GDI base through a map that is closed in and their isen't much room to monuver, Nod is the way to go.It depends on the map you are playing on.
