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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 03 Nov 2002 18:12:00 GMT

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Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 03 Nov 2002 18:21:00 GMT

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GDI might be superior, but only because of med tanks being the best tanks. Also the GDI APC is a little better because it is narrower and a little more manueverable, but not for any of the reasons you mentioned. I might prefer Nod on certain maps, especially if there are no base defenses. Havoc better than Sakura? no dofference imo. Oh 1 more thing:<http://www.gamerz232.org/images/bobbythekitten.jpg>KTHX

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 03 Nov 2002 18:53:00 GMT

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Bobbythekitten will whoop all your asses! lol thats great. I think Nod is better, Bh chain gunners Reak Havco on tanks. No D maps Sbh with a Stank or a sniper far a away can easily take out a building (With Nuke(DUh!)) For tanks, i find the Light easy to get around with as well as stanks.nothing like running over unsuspecting People. The only Way Gdi Over Powers Nod is because of the tanks, and some infantry. But Gdi is often the Center of Cheaters, Gdi tunneling, Base to base on 2 maps! I don't see any Expolits for nod, none at all....

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 03 Nov 2002 21:24:00 GMT

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I completely disagree. I think that Nod is better in so many different ways. For one they have 4 different kind of rushes. You can buggy rush, flame rush, stealth rush(tank or bh), and apc rush. The only thing the gdi can rush with is apc. Second if Nod gets sieged which might happen with it's more powerful tanks, nod can use black hands stealth and chaingun. Which eat up armor at an alarming pace. Then Nod wins by points. Also their vehicles while weaker are more mobile and you can actually dodge tanks shells. You should practice doing that. Their infantry just kicks arse and many maps give them the advantage on beaconing field is a good example of this.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 03 Nov 2002 21:53:00 GMT

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quote:Originally posted by Laser2150:Bobbythekitten will whoop all your asses! lol thats great. I think Nod is better, Bh chain gunners Reak Havco on tanks. No D maps Sbh with a Stank or a sniper far a way can easily take out a building (With Nuke(DUh!)) For tanks, i find the Light easy to get around with as well as stanks.nothing like running over unsuspecting People. The only Way Gdi Over Powers Nod is because of the tanks, and some infantry. But Gdi is often the Center of Cheaters, Gdi tunneling, Base to base on 2 maps! I don't see any Expolits for nod, none at all....Actually there is one exploit for Nod on a map but I dare not speak the map or how to do it.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 03 Nov 2002 22:47:00 GMT

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umm... umm... i know what exploit you meant and where its on... (censored)

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 02:48:00 GMT

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Both sides have their strong/weak points, but yes overall i think GDI are superior. But Havoc owns Sakura???????????????????? They are just about the same, but if anything Sakura is better than Havoc because she is a thinner target, and can hide in the shadows easier.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 06:25:00 GMT

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quote:Originally posted by aimforyourhead:Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.I love nod more because of it's flame & stealth tanks. It has a great power when they rush together. One day in under.mix, 9 flame tanks rush to the agt and destory it in 5-7 secs.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 08:22:00 GMT

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quote:Originally posted by aimforyourhead:Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.I like Nod so much more then GDI. GDI's stuff is just boring.It's easy to beat the GDI punk asses =O [ November 04, 2002, 08:22: Message edited by: generalfox ]

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 08:51:00 GMT

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quote:Originally posted by aimforyourhead:Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.Hmmm -- in the right hands - a P-51 can beat a Me-262.If you can use the strengths and

show you have a closed mind --- so this will fall on deaf ears.So - IMHO - this is not a tactic.....

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 09:02:00 GMT

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quote:Originally posted by tkhyuri: quote:Originally posted by aimforyourhead:Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.I love nod more because of it's flame & stealth tanks. It has a great power when they rush together. One day in under.mix, 9 flame tanks rush to the agt and destory it in 5-7 secs. Vehicle limit is 8!!!!

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 10:28:00 GMT

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quote:Originally posted by KIRBY098: quote:Originally posted by tkhyuri: quote:Originally posted by aimforyourhead:Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week

and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.I love nod more because of it's flame & stealth tanks. It has a great power when they rush together. One day in under.mix, 9 flame tanks rush to the agt and destory it in 5-7 secs. Vehicle limit is 8!!!!lol, it's 9Harvesters Remember

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 04 Nov 2002 15:25:00 GMT

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I don't know it's 8 or 9, but I hosted that game and I "cheat" in that game(put a txt file in the data folder).So that when u buy a vehicle, a stealth-flame tank dropped down and there will be no limit.<http://www.jbgames.com/GameAddOns/renegade/default.asp> download it at the website above. search for "drop" and u will find it.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 11:19:00 GMT

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I know why this post proclaims GDI to have better units, but I disagree.Have you ever seen a flamethrower take on a grenadier? Even odds, I tell ya.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 11:43:00 GMT

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quote:Originally posted by The Real Gizbotvas:I know why this post proclaims GDI to have better units, but I disagree.Have you ever seen a flamethrower take on a grenadier? Even odds, I tell ya. shotgunners = Flame infantries worst nightmare Lazer Chain gunners = the ownage. I killed a mammoth tank up close and personal the other day with one. All by myself too

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 14:22:00 GMT

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Nod GDI

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 14:54:00 GMT

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quote:Originally posted by generalfox:Lazer Chain gunners = the ownage. I killed a mammoth tank up close and personal the other day with one. All by myself too [ /QB]I love when a Mammoth retreats from a lasar chain gunner. Talk about laying some serious firepower for only 450. Put two of them together, and you can break a medium tank blockade, and WIN.

---

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:14:00 GMT

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As ever, it depends on who drives the tanks.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Wed, 06 Nov 2002 03:45:00 GMT

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no way no way!Nods better the GDI, the tech doesnt make the side better, any good player in a mobile artillery can take out a medium tank no problemOrca v Apache, even fightSakura v Havoc no difference, ones male , other female,stealth tanks rock, for rushes especially on C&C CitySBH are good for nukingclear nod is better

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Wed, 06 Nov 2002 05:50:00 GMT

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Artillary = better then MRLS (MRLS is best for air units and buildings in my opinion, it's semi good for vehicles, but not best, and sucks straight out agenist infantry)I have to admit, I like Havocs extra outfits better then Sakura's one extra outfit.GDI doesn't have any really good anti-stealth units

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 10 Nov 2002 08:13:00 GMT

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quote:Originally posted by aimforyourhead:Alright admit it GDI is way better than Nod. Orcas dominate Apaches. Havoc reaks on Sakura. And PIC Sydney reigns Ion Cannon crap on Raveshaw every day of the week and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI. If anyone thinks Nod is better post your reason why here and I'll tell you why GDI dominates over your crappy thought that Nod rules.Your only excuse for writing this is you have a brain tumor. How the \*\*\*\* do you reason that an orca is better than an apache, PIC is better than Raveshaw, and Havoc is better than Sakura. Apache and orca are equals, your \*\*\*\*ty logic is probably you think the orca looks cooler, so its better. Havoc and Sakura are equals, there is no reasoning otherwise. A PIC IS more powerful than a

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railgun, but the railgun reloads faster, and the PIC often has a second delay before it fires.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 10 Nov 2002 08:15:00 GMT

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Havocs extra outfits dont mean anything unless your almost blind.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 10 Nov 2002 15:46:00 GMT

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GDI sucks enough said.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Mon, 11 Nov 2002 14:37:00 GMT

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Cloak and laser chaingunner were better then the gunner and patch. For starters, the LCG cannot be dodged. It has a "instant velocity", rockets can be dodged. I've used Gunner as people-killer before (usually against inattentives). While patch is a very efficient people killer, he can't do much against tanks, whereas lasers can do fair damage against armor.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 14 Nov 2002 16:30:00 GMT

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quote:Originally posted by XOSkel:This discussion doesn't mean anything, cause in the end no sane host would allow unfair teams like 10:20 just because people like NOD... So, you have to live with what you get and get the best out of it. period.WTF are you talking about. Were arguing which sides stronger, not ratios.

---

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 14 Nov 2002 23:50:00 GMT

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Honestly i think it depends what map your on. Some maps favour GDI some Nod. I personaly like Nod better but on some maps i would rather be on GDI (because of their advantage)

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 15 Nov 2002 00:46:00 GMT

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This discussion doesn't mean anything, cause in the end no sane host would allow unfair teams like 10:20 just because people like NOD... So, you have to live with what you get and get the best out of it. period.

---

Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 15 Nov 2002 03:46:00 GMT

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quote:Originally posted by ArmorAce.: quote:Originally posted by XOSkel:This discussion doesn't mean anything, cause in the end no sane host would allow unfair teams like 10:20 just because people like NOD... So, you have to live with what you get and get the best out of it. period.WTF are you talking about. Were arguing which sides stronger, not ratios.What I wanted to say was, they are equal! Ok, it depends on the map, too. But not on the units you can use.

---

Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 15 Nov 2002 04:11:00 GMT

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Foolish person. Your own ignorance will most likely get you removed from servers.The fact that your bias GDI over Nod in the first place is madness. You see, each side has certain characteristics that give it a distint advantage over the opposing team.For GDI, there is the War Factory, which is large, and has "2" entrances into the stucture because of its importance. The vise is the Hand Of Nod, which is large, has 2 doors, and is the stronghold for Nod's more effective infantry.You can't assume that the people with the biggest vehicles win, simply because people like me, who play solely as infantry can win a game hands down without the remote need for a vehicle. On EITHER side.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 15 Nov 2002 04:54:00 GMT

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quote:Originally posted by XOSkel: quote:Originally posted by ArmorAce.: quote:Originally posted by XOSkel:This discussion doesn't mean anything, cause in the end no sane host would allow unfair teams like 10:20 just because people like NOD... So, you have to live with what you get and get the best out of it. period.WTF are you talking about. Were arguing which sides stronger, not ratios.What I wanted to say was, they are equal! Ok, it depends on the map, too. But not on the units you can use.I still say Nod is better due to stealth black hand, GDI has no real defense agenist them.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 15 Nov 2002 13:30:00 GMT

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Not really. The SBH is easily conquered by "blind fire". The trick is... Whipping out your pistol and pulling the trigger.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 15 Nov 2002 17:53:00 GMT

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It depends for SBHs... As long as there is any active base defence, they're not that helpful. And Java, thanks for the tip, I didn't know it worked with the pistol.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sat, 16 Nov 2002 18:19:00 GMT

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Why wouldn't it? If you can damage the SHB, then you can make it visible. Nod's Infantry aren't all total Ownzor.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:16:00 GMT

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Yes, lets have 1/2 to 3/4 of our team be wasted to shoot at nothing.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 17 Nov 2002 06:19:00 GMT

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LOL what a stupid discussion. The teams are EVEN. Basta. Each side has its advantages and disadvantages. If you know them, you can make your own benefit out of them, that's what the game is about.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Sun, 17 Nov 2002 13:57:00 GMT

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eggmac.... Thank you!

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:23:00 GMT

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This is not the point i intended. I don't care if Havoc has better outfits than Sakura I don't care if Orcas look cooler I'm reasoning to the point that plain and simple....GDI is better. Havoc has better accuracy than Sakura with my experience and I've owned this game for a while and trust me....I'm not a n00b. Orcas are faster and it seems to me they're armor stays longer. I will admit that Nod's stealth tank is good. BUT IT HAS PRACTICALLY NO ARMOR. I killed 2 stealth tanks with a shotgun trooper and that's not bull\*\*\*\* The mammy sucks outright so I will agree on that but all in all GDI is better. With nod it is simple to destroy the obelisk. You just get gunner or a rocket launchyer infantry and run out shoot a rocket and run to a safe place. You probably will get killed but you just come back. The rate of fire for the obelisk is \*\*\*\* slow. No infantry could do that to a gdi guard tower bcuz of its ceiling guns. GDI is better

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 16:41:00 GMT

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only difference between the orca and apache is which button you press to fire which weapon. That's hardly an advantage for either. sydney and raveslaw are pretty much even too...power counters fire rate, either one busts infantry of any type in one good headshot, both go through aircraft like a hot knife through butter...both have a huge bulky model and a smaller, harder to hit one.havoc is IDENTICAL to sakura...laser CG-er is good vs vehicles and infantry, gunner is more powerful against buildings and vehicles...stealth/flame units and their GDI counterparts are so different you can't even TRY to say which one's better...Nod's defense has a large punch with a long reload, GDI's has a constant stream of lesser firepower...MRLS can hit air units better, and is a bit better against bases due to firing around corners, while artillery is better against vehicles and infantry, and has a faster projectile speed...There is no "better" side. There is no "better" side. [ November 20, 2002, 16:42: Message edited by: Nukelt15 ]

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 20:15:00 GMT

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Lets dissect your little information "schpeil" right now:I don't care if Havoc has better outfits than SakuraBreasts over brawn. You lose. (personally, I don't give a \*\*\*\*, because Deadeye, and BHS are better anyway.)Havoc has better accuracy than Sakura with my experienceTake this from one of the most professional snipers out there: YOU ARE INCORRECT There is NO distinction between Havoc and Sakura. There is no faster ROF, no, faster Reload time, and sure as hell not "better accuracy".Orcas are faster and it seems to me they're armor stays longer.I can't prove this without a shadow of a doubt, but I am pretty sure that the Orca and Apache are the SAME speed. But I sure as hell can prove that the armor doesn't "last longer", simply because of the fact that the Orca doesn't regenerate armor. There is no armor ratio ffs. There is only the presence of it. And it is equal to that of the apache.I will admit that Nod's stealth tank is good. BUT IT HAS PRACTICALLY NO ARMOR.Then don't \*\*\*\*ing engage mere infantry with it. Its shells do

an insane amount of damage to structures, try and do what they were meant for, hence the name "STEALTH tank". Furthermore, Nod DOES NOT specialize in Vehciles. The HoN has 2 doors, the WF has "2" doors, These two structures represent the team strengths. Each are countered by the opposing side's strengths. I don't care what you say, this is proven. The mammy sucks outright so I will agree on that but all in all GDI is better. Then you have clearly not played Renegade as long as you would like to have think you have. The Mammy makes for possibly the best defenive unit in the game. Maybe if you didn't do \*\*\*\* all in a "rush" you wouldn't have this problem. Whereas Medium Tanks are offically the "best" tank in the game, you cannot outweigh the sheer power of infantry crushing, and massive health/armor of the Mammoth Tank. It therefore does not suck. With nod it is simple to destroy the obelisk. Oh really, I'd like for you to prove this without the Ob actually being repaired, or yourself being an4lly raped for attempted to by infantry. You either don't know, or merely forget, that the Base defences are in place to counter the strengths of each team. Therefore, the OB is anti-vehicle, and the AGT is anti-infantry. The rate of fire for the obelisk is \*\*\*\* slow. And yet, manages to stop entire GDI rushes. Aren't you brilliant. This is easily counted by simply "ramming" GDI vehciles to keep them in range to be shot. The same thing is done on GDI for the AGT to \*\*\*\* Nod APCs. No infantry could do that to a gdi guard tower bcuz of its ceiling guns. No \*\*\*\*, sherlock. The AGT is anti-infantry. GDI is better Based on the information I have given you, it is easily concluded that: GDI is "NOT" the dominant team in Renegade. However: Neither is Nod.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 02:10:00 GMT

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There is no use in becoming offensive. But every more experienced player will agree that there is no team which is better than the other one. You can win each map with both teams, it's simply about player skills and teamwork. Nobody cares about outfits or unit armor. When you drive an ST you should avoid being confronted with several mediums. On the other hand, Mediums should avoid being ambushed by STs. So lets not discuss the differences between the teams but the usage of them! (By the way, Orca/Apache are the same, Havoc/Sakurra are the same, Moebius and the PIC have the same Nod-counterparts, as well as the sniper and of course Hotwire)

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 04:22:00 GMT

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But nod has flame or stealth rush.... this kind of rush destorys the pp or AGT qickly. I think it is better than GDI in some maps. The maps that GDI usually wins are: C&C Under, C&C hourglass. GDI is better in defending.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 12:03:00 GMT

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So when you fire your rockets at the obelisk then have to refill and go back and fire more. How do you know you wont get attacked, the obelisk wont get repaired or you wont get squished by a vehicle (or even the harvy lol). Unless your against a team of idlers I doubt that plan would work.

---

Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 12:07:00 GMT

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So when you fire your rockets at the obelisk then have to refill and go back and fire more. How do you know you wont get attacked, the obelisk wont get repaired or you wont get squished by a vehicle (or even the harvy lol). Unless your against a team of idlers I doubt that plan would work.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 13:04:00 GMT

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feh. Flame rushes are easy to counter if your team knows what it's doing. Any rush is.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:52:00 GMT

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quote:Originally posted by aimforyourhead:Havoc has better accuracy than Sakura with my experience and I've owned this game for a while and trust me....I'm not a n00b.\*lol\* I've owned the game for a long time, too, but I've only started playing it since I finally got my Internet connection... And it seems even I know better than that... Havoc more accurate than Sakura... Mammoth useless. It's a mobile fortress, not meant for rushes!

---

Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 02 Jan 2003 11:46:00 GMT

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quote:Originally posted by aimforyourhead:...and your wondering why I'm putting this under Tactics & Strategies because a good tactic AND strategy is be GDI...When last I checked, you don't get a choice as to which team to play on and since you have no control over the team you play for I would hardly call this a tatic.

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 02 Jan 2003 17:16:00 GMT

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Here's the overall comments on all the Vehicles and what are they capable of:  
Humvee: Health higher than the NOD Buggy by 50/ Same firepower but a little slower than the NOD Buggy  
NOD Buggy: Health lower than Humvee by 50/ Same firepower as the Humvee, Faster than the Humvee  
NOD/GDI APC: all same except for the size of the NOD APC which is larger...(Good speed)  
MRLS: Slow rate of firepower and a little bulky, but faster than the Mobile Artillery and launches missiles in salvo, more powerful than the Mobile Mobile Artillery. Used for Destroying buildings and slow vehicles, I REPEAT, SLOW-moving VEHICLES at distant ranges  
Light Tank: lightweight but faster than the GDI Medium Tank, lower health points by 200... a total of 600 HP... extremely maneuverable than the Medium Tank  
Medium Tank: the ALL ROUND TANK. Moderate speed, armor and firepower makes it perfect. has 200 HP more than the Light Tank  
Flame Tank: Close Combat tank, counter: Fall back while fire at it... watch where your tank is heading back. Effective for destroying Buildings as well as tanks/ Good Health and speed as well as firepower  
Mammoth Tank: A total health point of 1200. Good firepower, the Missile do more damage than the cannons. Slow speed and capable regenerating HP up to 600. Recommended for sieges only.  
Stealth Tank: AWESOME! My favorite, a total of 400 HP, Good speed, faster than the Flame tank by a little bit, Stealth Mode, Firepower is POWERFUL!!! Recommended for HIT AND RUN TACTICS as well as ambushes... I repeat, hit and run..(And repair

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 02 Jan 2003 18:55:00 GMT

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quote: I will admit that Nod's stealth tank is good. BUT IT HAS PRACTICALLY NO ARMOR. I killed 2 stealth tanks with a shotgun trooper and that's not bull\*\*\*\* that's bull\*\*\*\* u may be able to kill a newbie/n00b's stealth tank wit a shotgun but try killin my stank with a shotgun, goodluck

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Thu, 02 Jan 2003 19:19:00 GMT

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Its so sad that you can kill the Stealth Tank with an APC....But still, my favorite is the Stealth Tank....

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 03 Jan 2003 04:37:00 GMT

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nothing is better than a good fresh new med

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Subject: GDI whoops butt.

Posted by [Anonymous](#) on Fri, 03 Jan 2003 08:45:00 GMT

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hmmmm let me see, Havoc has better accuracy than Sakura? What, do u use a aimbot...I thaught accuracy was in the player not the character but I guess that would not be true if havoc had a better "autolock" than Sakura

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Subject: GDI whoops butt.  
Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:33:00 GMT  
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quote:Originally posted by eggmac:nothing is better than a good fresh new med You can never defeat the enemy that you cannot see....

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Subject: GDI whoops butt.  
Posted by [Anonymous](#) on Sat, 04 Jan 2003 11:18:00 GMT  
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I like Nod because of their stealth advantage.

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Subject: GDI whoops butt.  
Posted by [Anonymous](#) on Sat, 04 Jan 2003 17:04:00 GMT  
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It is a disadvantage for the stealth tank, when the radar shows everything... but not for the Black Hand... I agree... The GDI must have a stealth detector or heat-vision goggle or something like that...

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