

---

Subject: wich team is better GDI or Nod?

Posted by [cheeta30](#) on Wed, 19 Mar 2003 19:32:17 GMT

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

---

i think it doesn't make a difference, Nod has got an invisible tank and good troops and flames, GDI has heavy armored tanks like med. tank and mammoth tank but the troops are less good then Nod, the only thing that is the same is Mobius and mendoza, and the two sniping characters, well in some levels are GDI better, and some Nod like small levels i think GDI because of the tanks are strong, but in large levels Nod because they are quicker with the vehicles, like hezvy armored tanks are slow so you have got longer the time to destroy them before they reach the enemy base.

---

---

Subject: wich team is better GDI or Nod?

Posted by [Xtrm2Matt](#) on Wed, 19 Mar 2003 19:38:02 GMT

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

---

Personally, i like GDI. There vehicles are excellent for defence and the infantry are.. humm.. alright..

Nod is just good for rushes

---

---

Subject: wich team is better GDI or Nod?

Posted by [JiggakoZz](#) on Wed, 19 Mar 2003 19:42:39 GMT

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

---

GDI has the definite advantage in 40+ servers in every level except for Under; since 90% of the time these games will end in a time limit and GDI can rack up points better. However with exclusion of maps with base defenses, Nod owns thanks to the old fashioned flamer;but, maps with base defenses can be easily ob-walked and won.

Tough choice but I would have to say that GDI is easier to win with, and Nod is a challenge.

-KoZz

---

---

Subject: wich team is better GDI or Nod?

Posted by [Vegita246](#) on Wed, 19 Mar 2003 20:03:40 GMT

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

---

Nod are best if you know how to use em. If not GDI's pure strength is for you.

---

---

Subject: wich team is better GDI or Nod?

Posted by [John Shaft Jr.](#) on Wed, 19 Mar 2003 20:09:22 GMT

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

---

Hmmmmmm.... I guess I'm the only one who thinks that doesn't matter if you are on GDI or Nod or which map you are on, you can win on either side. I don't know why people are saying some maps gives advantages to GDI and some maps gives advantages to Nod. Cause you can win with either team on either map. Its just depends on how you use what you have and how well your team functions as a team. For example: If your on Nod, you and your team should take advantage of their Stealthyness and quickness that they provide. If youa re on GDI, you should take advantage of their powerful stuff they have. Cause GDI is all about power while Nod is all about speed, quickness, and stealth.

And to me I always thought the Infantry are equal on both Nod and GDI. Just gotta know how to used them. But I prefer GDI infantry. Cause of Patch and Gunner. Especially Patch. I loved that tiberan flechette gun. Take out Infantry quick with that gun.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [NHJ BV](#) on Wed, 19 Mar 2003 21:19:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The Nod Laser Chain Gunner eats both infantry and tanks alive. 3 of them are excellent in breaking a blockade.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Gizbotvas](#) on Wed, 19 Mar 2003 21:19:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Topic: wich team is better GDI or Nod?"

Depends... which team am I on?

---

---

Subject: wich team is better GDI or Nod?  
Posted by [kawolsky](#) on Wed, 19 Mar 2003 21:42:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nod have the upper hand on none defence maps with the ability to get stealth soldiers and tanks, but when it comes to big games on maps with defences then GDI easily win by racking up the points destroying stealth tanks and stopping rushes. :gdi: or

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Founder of YASA](#) on Wed, 19 Mar 2003 21:53:53 GMT

---

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

---

Depends the way you play.  
GDI = Brute Force  
Nod = Cunning Tactics  
GDI has better tanks (Med Tank)  
Nod has better infantry  
My preference is The Brotherhood of Nod

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Walrus](#) on Wed, 19 Mar 2003 22:00:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I go with Nod. :twisted:

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Recoil436](#) on Thu, 20 Mar 2003 00:46:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It is 100% the people that win the game and how they use their tools.

On my server I don't have a time limit. On C&C\_Under I have seen it go from nod, to gdi several times before nod was able to destroy the GDI advanced agrod tower. (I was on nod at the time) That was one of the longer games I have played. I have seen this happen on several maps. It is more so whoever can destroy the first building that will win. Although I have seen it do a 360 even after 2/3 buildings have been destroyed.

The team are even it is the players on the teams that are the problem.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [SencneS](#) on Thu, 20 Mar 2003 01:35:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Most rounded team is GDI. If used correctly GDI can hold a location better than NOD can. This is clear on under. If Nod brings out artys GDI can be blockaded. However the line is NOT impossible to break. When GDI is blockading NOD you. NOD has to have an incredible team work to get out from under it. All GDI has to do is fall back so the artys in base can not hit it and they can hold that location indefinitely.

GDI has incredible Defence ability. NOD is more for attack. First straight weapons like SBH and STANK. It also has awesome attack strength. A Flame tank, and mobart. These have huge attack but you can see them coming and you they are defenceless. The best weapon on Nod side is clearly the Stank.

Check this.

Buggy vs Hummer. Buggy is faster but has less armor.

APC's are equal. However GDI's APC is thinner.

Mobart vs MLRS. Both are just as slow as each other and have the same hit points.. But How easy is it for an MRLS to hit a Mobart and kill it while moving in a defence possion. EASY! MRLS can cover a large area of fire mobart doesn't. However put head to head the no moving the Mobart will kill the MRLS before it can complet fire it's second volly killing the mobart.

Flame vs Med. Both the same hit points.. Yeah a Med can hit the flame from a distrance and probaby kill it. But toe 2 toe.. Flame will kick a med ass.

Stank vs Mammy. Both are heavy attack weapons. But check it out. A Mammy can't move for shit. Even in one spot it's a sitting duck. Stank. Can hide and wait for the time to attack the mammy from behind. Most of the time a stank will kill a mammy is it's attacked right.

All of the above. GDI is clearly a defensive team. NOD is all about attacking.

Who is best. Over all I would say GDI. Put both GDI and NOD full of expert players on that side full efficant and effective.. GDI will win always if it plays the defence game.. By that I mean Defend the base and defend a location in the field to attack NOD. NOD just doesn't have the same defence.

SencenS

---

---

Subject: wich team is better GDI or Nod?

Posted by [Worldl33t](#) on Thu, 20 Mar 2003 04:35:21 GMT

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

---

Hmm..

IMO. GDI is the best team. Not that I like them, Personally I think Kane is a brilliant leader and I would go Nod anyday. GDI is good if you know alot about brute force. But is absolutley boring since its the same tactics over and over. Get a med, Attack, Get a med, Attack. Nod is MUCH MUCH more fun to play with. Especially when you have a tank force pouding people at the front of your base. And the GDI units are just reversing. Getting out to repair. Advancing. Reeel fun to do is get a stealth and see if you can highjack a mammoth. I remember getting 5 meds, 2 MLRS's and another mammoth when I highjacked a Mammoth and caught everyone off guard. Hehehe.

---

---

Subject: wich team is better GDI or Nod?

Posted by [Doitle](#) on Thu, 20 Mar 2003 04:42:12 GMT

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

---

I have to say that Nod just has a cooler way of doing everything. It may be the GDI way to do things using brute strength, but the Nod way is just cooler...

---

---

Subject: wich team is better GDI or Nod?  
Posted by [scrinstorm](#) on Thu, 20 Mar 2003 06:27:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think the teams are equal.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Aurora](#) on Thu, 20 Mar 2003 07:15:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like Nod's infantry, but if the map is big i'd have to go with... Nod...

---

---

Subject: wich team is better GDI or Nod?  
Posted by [IkeHill](#) on Thu, 20 Mar 2003 07:16:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Both seem pretty evenly ballance in some areas. GDI's Medium tank and Nods flame tank are exceptionally good to get you in close enough to reach the heavier defenses (IE Advanced guard tower obelish) to allow you to plant a beacon. Yjose two vehicles have the best of both worlds armor and speed. But the MRLS is really good for taking out those distant buldings and finishing off the base.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [cheeta30](#) on Thu, 20 Mar 2003 10:38:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

for the defense GDI is better than Nod, because with the mrls you can shoot from in your base the tanks that are coming to your base by using v and aim.

In the islands level it's extremly good to play GDI because you can destroy the ref. with a MRLS from in your base, but in large levels like city or glacier, it's better to be Nod because you can be quicker with your tanks than the GDI's tanks, if their coming to your base you can destroy them if they are underway, and if you see that 2 mammoth's are coming and you have just a APC with technician then your quicker in their base so you can take out one (or two if you also have a beacon) and usually the tanks are coming back to the base to try and defend it..., but in levels like field and hourglass it doesn't make a difference ehat team you're in.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Crimson](#) on Thu, 20 Mar 2003 18:08:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SencneSMost rounded team is GDI. --snip--  
SencenS

It's Nod, not NOD, but anyway... your assessment of Nod vs GDI vehicles is accurate... however you leave out infantry. Nod's infantry is stronger overall than GDI.. plus Nod has stealth.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Demolition man](#) on Thu, 20 Mar 2003 19:11:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GDI because they win with a draw.

---

---

Subject: wich team is better GDI or Nod?  
Posted by [Marsh](#) on Thu, 20 Mar 2003 20:13:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*cough cough\*

Riteo then, basicaly the best team depends on a number of things:

1)Map Size: this effects it a lot as nod have faster vehicles which can easierly spped past the gdi tanks and unload, then go back and slow them down, on a small map, the gdis power will pull them through if anything.

2)map style: if the map is small but tanks have to go along way round to get to the base then they nod will win, with hills gdi tanks are usualy slower and will lose speed up the hill. you get the picture

3)teamwork, if all nod go on a speed attack as mentioned above, then the tanks will just walk through your base quicker than the rush. however if half nad half stay back or go, then it will be even and will depend on skill and the other factors.

4)player preference: speaks for its self, if someone loves nod, they will know nod tactics through and throughand even how to defend the gdi attacks.

5)player skill: obvious

6)communication: the more info you give out the beter, its also a good idea, to tell your team what characters are needed on the field before they start running up their with a sniper against a herd of tanks.

these are not in any order.

in conclusion despite the factors it all depends on your preference if you hate gdi then you wont want to play as them.

---