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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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