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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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