
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]
