
Subject: Re: Using free soldiers

Posted by [m1a1_abrams](#) on Fri, 16 Dec 2005 22:59:31 GMT

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GDI has the very early advantage on Field with the better free soldiers and faster Harvester, but if they don't get stuck in their base from the get go, Nod has the advantage IMHO. It also depends upon starting credits. GDI would have much more of an advantage with zero starting credits, since the initial Harvester dump is so much more important... but with around 250 starting like n00bstories has I think, then Nod doesn't need the Harvester for their first Artillery. In an early battle between Artillery and MRLS it's so weighted towards Nod it's not funny. Surviving Artillery + the first Light Tanks vs dead MRLS and the first Med Tanks = Nod takes control of the field and should win, so long as they don't get cocky/bored.

Also, it's much harder for GDI to break out of a Nod controlled field than it is the other way around. Light Tanks can hide behind the little hills, whereas the Nod side of the map is mostly flat ground with no effective cover.
