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Subject: Re: Polls Of Destiny

Posted by [Chuck Norris](#) on Mon, 14 Jul 2008 14:03:45 GMT

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I basically agree with Gozy's post.

1. Nod can be more strategic due to stealth.

2. For infantry, GDI has more firepower, but it's not by alot. The basic infantry is stronger for GDI, as was said. Raveshaw and Sydney balance out. Nod has Mendoza, but he doesn't see as much use as Mobius, so I count that as an advantage for GDI simply because Mobius is more effective in his role. He's usually used against Flame Tanks and Stealth Tanks, whereas against GDI's vehicles, Raveshaw is usually a better alternative than Mendoza. Nod has the LCG, but GDI has Gunner which I consider slightly better (and Gunner rushes are more effective than LCG rushes). Nod has the SBH, but the firepower of that isn't too great, and the sound of it's primary weapon draws the attention of everyone within range of hearing it giving away it's there (meaning it loses it's factor of stealth somewhat).

3. For vehicles, clearly it's GDI. I think the Mammoth Tank's rockets (not the primary cannon) are the strongest vehicle attack in the game, followed by the Artillery/MRLS/Stealth Tank (in whatever order). Maybe that's wrong, but in any case, GDI is better suited in head to head combat as far as firepower goes. Nod has to use it's stealth and be more strategic to get the firepower it has to be effective (i.e., Flame Tank's short range, Stealth Tank's lack of armor if it doesn't strike surprisingly and timely, etc.). If Nod knows what it's doing though, it can be close.

4. For the last one, I think it's balanced, so neither is better. Some are better for certain player's preference or situation, but they balance out. Some things aren't perfect (i.e., there are some overpriced characters), but the two teams are pretty balanced. I do think the AGT is just slightly too weak though.

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