
Subject: Re: Nod vs. GDI (Vehicles)

Posted by [thrash300](#) on Mon, 28 Jul 2008 07:26:22 GMT

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Goztow wrote on Mon, 28 July 2008 02:12Caveman wrote on Mon, 28 July 2008 00:31Orca :
Simply because the range is unbelievable, you can kill an apache because it even becomes in range..

Hummer : I use it all the time, the buggy is just too weak to do anything.

Med : Purely because a hotwire can out-repair a light and therefore should never lose a battle against one.

I prefer the Orca: much bigger range. The heli is more quiet and looks cooler, though.

Depends on the map. On very open maps and not too many players, I prefer buggies over hummers to rush in. But hummers are way more useful to block airstrip, for exemple thanks to their healthpoints.

Actually, a tech can also outrepair a med attacking a light, IIRC, but it works better with a med/hottie as the light does less damage. Lights are great if you keep at a distance. I'm still going to say I prefer the med tank, though, it's very multifunctional.

Yep Most Of These Questions Varies By The Map You Are Playing For Example, Who Would Want A Mammoth Tank On City_Flying, Or Buying Or A Flame Tank On Walls_Flying Because It Might Get Destroyed By All The Orcas, Thats What Normally Happens I Believe.
