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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [Nukelt15](#) on Tue, 29 Jul 2008 00:40:17 GMT

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I laugh when someone accuses me of hacking... because I can imagine how bad they must be if they think I'm too good to be true. 'Ol shakeyhands, that's me... Actually, I'm pretty sure I have been forcerg'd, once. Got booted, too, because RG was being a dick about working the day it happened. Funny stuff.

Anyhow, I'd just like to note that of the three vehicles listed, only the Light and Medium tanks can actually support an argument. Range trumps stealthiness for the aircraft, because you should be looking all around yourself anyway, and vehicles are pretty hard to miss unless they're across the map and invisible. Hummers and Buggies are both early rushers that suck donkeys by mid-game. APCs are an obvious GDI win for size, and nobody cares about Transport Helos because there's nothing to argue about. IMHO, the most interesting discussions were always MRLS vs. Arty and STank vs. Mammoth (Flamer having no real "rival").

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