
Subject: Re: I never got it, but seriously rifles point.
Posted by [FACEBUTT](#) on Sun, 23 May 2010 13:58:58 GMT
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CarrierII wrote on Fri, 21 May 2010 09:01Nod first tank is cheaper; The art is better than the MRLS.

You'll note that if Nod lose their harvester, and GDI don't, both teams can afford hotwires and meds or arts and techs with lights at about the same time.

Sure but these unit cost something. Having a free better soldier affects game overall. It doesn't stop at early stage. Also greneadiers > flamers due to the range and splash.

Lt is fairly effective at long ranges where med shells doesn't hit him really.
Arty mid-close range due to that mrls is able to dodge at longer ranges arty shells. etc.
