
Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 09:01:00 GMT
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Most people will beg to defer on this, but personally I think GDI has far before weapons in MP. They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank with a NOD stealth tank or any other NOD tank, its not an easy task. The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with onky a few shots. The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base. And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted. Personally I think the sides are not matched evenly. GDI has a far more advantage than NOD. Thats why everyone picks GDI

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 10:48:00 GMT
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quote:Originally posted by no_pulse:Most people will beg to defer on this, but personally I think GDI has far before weapons in MP. They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank with a NOD stealth tank or any other NOD tank, its not an easy task. This is true, but Mammoths are 1500-credit vehicles. GDI has strong but expensive vehicles; NOD has weaker but less expensive vehicles. Going one-on-one is not a good idea. quote:The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with onky a few shots. The infantry are almost identical. A minigunner is NOT able to take out a tank with only a few shots (or even a few hundred shots). quote:The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base. This is one thing I definately agree with you on. A GDI soldier can infiltrate the NOD base VERY easily, but a NOD soldier has no hope of infiltrating the GDI base without the Guard Tower or Power Plant destroyed. Hopefully this problem just the "Under" map. GDI can run-and-jump past NOD defenses and plant C4 just about anywhere, which I don't mind, but there should be an equal defensive hole in GDI's base. quote:And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted. Perhaps you've never played the original Command & Conquer. Stealth works just fine until you're either shot or you pass by an enemy unit. quote:Personally I think the sides are not matched evenly. GDI has a far more advantage than NOD. Thats why everyone picks GDI I agree. GDI can overwhelm with tanks or sneak into the NOD base with little problem, but just about the only way I've seen NOD take out the GDI base is with a flame-tank rush. And God knows the players I play with are too stupid to use that tactic =).

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 10:50:00 GMT
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well, I dont think so! I played nod quite a lot of time, and i never lost any game by this time! but let me be more specific...That's true, mammoth tanks are pretty strong, but huge and slow! use 2 stealth tanks, and it,s gone for sure... just keep moving, fire twice or trice, and move away and get cloaked again. this is verry confusing for the mammoth driver.... got quite a few kill even in one on one that way!About infantry, well, i must admit that flame troopers are quite useless, as well as chem troopers, but the laser rifle is quit good! As for your exemple, well, personal ion canon (as well as nod railgun) is quite powerfull against vehicule, and stealth tank are lightly armored.about the base defence, well, as for infantry, never try, so I can't say anything, but just try to get a tank past the obelisk... impossible... it destroys vehicule quite fast, faster than AGT. ant it is supposed to have a longer range to (but that does not really apply in this map) I was able to gat in the middle of a gdi base with a single APC. dont even try it against an obeliskAbout the stealth tank, I know there's supposed to be a little bug with the cloaking. About infantry, i think that only mobius and one or two other class can se it at anytime. Other infantry unit can only see it when they are in splash range. Killed a lot of people that way! try it, it's fun!To conclude this post, I'd say that the teams are even, but you have tu use a different combat tactic with each one... hope you will now enjoy nod as well as GDI, and that my advices will be usefull!See you on the battlefeild

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:16:00 GMT
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No team can be more superior. Supererior means that one team is overwhelmingly more powerful than all the rest. Therefore, only one team can be superior, no such thing as, more superior.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:20:00 GMT
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quote:They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank with a NOD stealth tank or any other NOD tank, its not an easy task.You're using the wrong tank my friend, the Stealth Tank is the weakest Nod tank. It only has 200HP! What you need to use is a Flame Tank. A Flame Tank has more armor and 400HP! It doesn't hurt infantry much but it will SLAUGHTER vehicles. You can take out a mammoth pretty fast with one Flame Tank. quote:The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with onky a few shots.The only thing I can think of here is that you mean the GDI "Grenadier" free class. These guys can hurt vehicles bad, although not to the point of killing an ST in "a few shots". I was disappointed that there is no free grenade/rocket class for Nod. However, GDI Grenadiers are EASY KILLS to other infantry. I massacre them with the basic assault rifle. quote:The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base.No argument here, the AGT

is crazy. I have never seen it destroyed in a 32 player game. Ever. It even has the advantage of multiple machine guns so it can hit several different targets at the same time and with the high rate of fire it does NOT miss. Brutal. quote:And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted.I was a little disappointed in how visible the stealth tanks are. The infantry on the other hand can be harder than heck to spot unless you're close. I personally think all the stealth units should have been half as visible. quote:Personally I think the sides are not matched evenly. GDI has a far more advantage than NOD. Thats why everyone picks GDI Well that is partially because this map is in GDI's favor. The AGT is better at killing intruders on this map and you can't hit any part of the GDI base in a frontal assault without being attacked by the AGT. You can destroy several Nod buildings without ever being shot at by their defenses. I feel sure that some of the other MP maps give the Nod the edge and then everybody wants to play them.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:22:00 GMT
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so sorry, forum lag, I thought first few didn't go through[February 18, 2002: Message edited by: RageMachine]

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:23:00 GMT
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so sorry, forum lag, I thought first few didn't go through[February 18, 2002: Message edited by: RageMachine]

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:28:00 GMT
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I play as GDI just because of Md.Tank -- its more versatile than MM Tank and can take on any NOD vehicles. Unless the opponent is an experienced tank operator (from OPF for example)

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:33:00 GMT
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the AGT is quite powerfull, true, but is supposed to have a shorter range than the obelisk. Makes no difference on this map, but should be different in other. and I was recently able to destroy an AGT in a direct frontal tank assault this morning. One mlrs, one medium tanks (the two of them

stolen by teammates) a light tank and my stealth tank, along with 2 ingies I think. Ok, we were only two alive tanks alive at the end, but that was quite satisfying!!!!

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:36:00 GMT
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Oh, I really prefer nod stealth tank! there just too confusing! I can blow up up to four ennemy vehicules before getting even damaged!!! and that's when ingies come into play! tsy to take out a mammoth with a single stealth, it's an hard job, but with the right tactic, you almos have a 75\% chance of winning!!!

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 11:45:00 GMT
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actually, i'm part of everybody and i choose nod when possiblefor the flame tanks and stealth troopers

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 13:48:00 GMT
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Can't say I agree with the Stealth Tank being so inferior. I'm a mammoth fan, but I've taken out multiple mammoths, at the same time, just using some brain (that lump 3 feet above your arse). Keep your distance, keep cloaking, and don't stay still. The amount of time (rediculosly long, IRL it would be much shorter) for the mammoths shell to cross a distance to hit you, you can move to avoid it. It enrages them beyond belief to be unable to even hit you. Then stealth up, lob some missles at them and run away. They always back down, frustrated, unable to hit the stealth. Up close and personal? Let's not talk about that . That takes a bit of fancy driving (which the stealth can do, it's so quick and sexy ;D)As far as GDI GT vs NOD OB+Turrets, I'd say they both have their advantages. I find the GDI tower much more menacing, and virtually unviewable/approachable as infantry. The NOD tower on the other hand can only shoot at one target at a time, is much slower, and the turrets are usually "dumb". I can get into and destroy the obelisk (sp) much easier.Either way, rushing into the base with an APC to hug either tower renders them defenseless (don't shoot close range, either of them), allows you to get into the tower to kill it (c4 on the term). APC on both sides has plenty of HP to make it in despite a heavy barraging from the towers and arbitrary units running around.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 13:51:00 GMT
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AGT is a tuff tower, but it can be taken out early. I was on a server, when someone on our team nailed it in 5 minutes... no idea how either.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 16:28:00 GMT
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Balance is fine in my oppinion, but the map lends abit in GDIs favour since you can take out buildings outside the obelisk range.I must agree that the obelisk needs a powerboost. Personally, a quiker rate of fire would be nice since it has no specialized anti infantry weapon.Since GDI mammoth tank costs 1500, Nod could get two light tanks or two flame tanks (or a mix of them) for almost the same price(1600).Flame tanks does very much damage to armor as mentioned before and light tanks often move to quikly for the mammoth, at least in numbers. Stealth tanks are also perfect in my oppinion, as the have a fine balance between advantges/price/disadvantages.Personally, I like C4'ing (if thats a word) mammoths, as they have a tendancy to concentrate on armor[February 18, 2002: Message edited by: [NAF]Toxin Soldier]

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 16:50:00 GMT
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quote:Originally posted by no_pulse:Most people will beg to defer on this, but personally I think GDI has far before weapons in MP.I beg to differ.They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank with a NOD stealth tank or any other NOD tank, its not an easy task.Have you seen the last movie that was shot? a steelh tank was crushing a mammoth pretty badly, and it didn't really take damage till the person that made it (in the medium tank) shot at it, which was pretty dead at the end of the video[February 18, 2002: Message edited by: generalfox]

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 16:54:00 GMT
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u dont even need tanks or a apc to take out the agt or ob.... just take out the power plant

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 19:53:00 GMT
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I actually do have a bit of a problem with the mammoth tank... but it may be more of a problem with engineers. Last night I was in a game, and there were three of us in mobile artillery (as well

as a rocket officer) pounding on a mammoth tank. I think we got the tank down to a little over 2/3s before all of us were wiped out, and all because an engineer was hanging behind it, out of sight, repairing it. Like I said, I'm not sure if this is against mammoths or engineers. Maybe not allow engineers to repair vehicles if they're still in combat? If they've fired a shell within the last 15 seconds maybe? Just grasping here... I realize we probably should have taken the engineer out, but I don't think that would have changed the outcome of the battle.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 20:33:00 GMT
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engines will kill you.. if you are not carefull

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 18 Feb 2002 20:50:00 GMT
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omg no chem warriors and flamethrowers are awesome! you can kill many mrls with chem warrior once i took out 5 mrls with chem sprayer, and the drivers too! chem warriors kick ass!

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 00:56:00 GMT
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i like more to be nod, than gdi, because i can use the blackhand trooper, the invisible one, cant remember the exact name, but that can do a lot of damage to tanks its very powerfull

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 02:21:00 GMT
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I've played the original C&C games and I know that once you fire in the stealth tank you become visible. But in Renegade it seems that you can be seen a lot more than in the true C&C games. I've noticed some soldiers can see you from a far distant and I was fully cloaked. Renegade is not true to the original C&C games. But that's just my opinion. But GDI's AGT is far more superior than NOD's defenses. As someone stated, it can fire at multiple targets, so even if you had like 3 or 4 people rushing the power plant, you would all get killed. So what's the trick to NOD's laser tower? How can you sneak past it? How many secs do you wait to run, then jump (to miss the laser) then run again...?

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 02:25:00 GMT
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quote:Just grasping here... I realize we probably should have taken the engineer out, but I don't think that would have changed the outcome of the battle. This is where team work comes into play. You need to get a sniper to come out of the tunnel and kill the engineers from behind. Without them repairing it's a totally different battle and you can win easily.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 03:16:00 GMT
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Ya but nod have oblistek of light, that will take out a mammoth in 1 strike and or 2 strikes, all the nod have to do is pull back to there base and let the oblisik take em out. But does dont alot of power to run, weakness

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 04:01:00 GMT
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quote: Keep your distance, keep cloaking, and don't stay still. The amount of time (rediculously long, IRL it would be much shorter) for the mammoths shell to cross a distance to hit you, you can move to avoid it. It enrages them beyond belief to be unable to even hit you. Then stealth up, lob some missles at them and run away. They always back down, frustrated, unable to hit the stealth. You haven't faced me in a mammy. I can easily kill a stealth tank. cloaking doesn't work because I just use the shell explosions to locate the stank. Plus if you know what your doing you can hit the opposing tank moving or not. Every second your not shooting your opponent is still firing at you. Mammies are not my specialty though. I have been able to waste 4 mammoths, 6 mrls, 2 humvees, and an apc, in one round without losing my MobArt. MobArts are the best vehichles for base defence. You get damaged just pull out of the LOF and repair. In addition they have excelent range and can be parked behind obstruction and still fire on their targets.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 08:29:00 GMT
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The biggest issue is definantly AGT and Obelisk, not to mention the Airstrip can be hit without getting in range of the ob. I think more "balance" issues are in the map rather then the game.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 09:08:00 GMT

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I'm at work and don't have time to read all the comments, but the topic starter sounds like somebody who does not play on teams working together. Try using 2 stealth tanks. They are great for ambushes. The infantry is pretty much identical with the exception of the NOD stealth trooper and laser chain black hand. Both totally kick butt compared to their GDI counterparts.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 09:17:00 GMT

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quote:Originally posted by SquaLdon:The biggest issue is definantly AGT and Obelisk, not to mention the Airstrip can be hit without getting in range of the ob.I think more "balance" issues are in the map rather than the game.who are your engee teammates?? whare are they... imho as a beta tester and having played that map hundreds of times.. there should be 2 engees in the base at all times.. and not the free engee either.. the technition has 2x the repair speed and can single handedly extend teh life of a building...

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 09:44:00 GMT

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Last night I was in a great game (when it actually worked... 1.006 is horrible!). Actually took out 6 mammoths and 3 mediums myself.How? I don't remember his name.. Ravenclaw I think? Has a rail gun, which chews about 1 block from a mammoth per shot. Granted it's not huge damage, but it's one shot, and you can get up and move quick. Plus you're not in a vehicle, so it's harder to spot you.Great fun now that I've played a bit more. I just hope they get the connectivity issues figured out (bandwidth detection sucks!)

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 09:50:00 GMT

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man guys, i have never heard of worse use of mamoths in my entire life.you all think that mamoths are great machines, well they are(when they are supporting your troops not when they leading a battle or caught in a one on one battle against Nod tanks.what makes the Mamoth tank so fiersum is not it's fire power alone(although it is pretty powerful) but the fact that if one is around there are usually medium tanks and engies backing it up.if you go it alone in a mamoth tank then you deserve to lose it.it should be right behind your main force at all times. while your medium tanks and hum-vees are attacking use it to take out important targets. in other words USE IT TO DESTROY THE IMPORTANT ENEMY TANKS OR TO SCARE THEM.by the time your mamoths are engaged the nod tanks should be pretty busy, allowing the slow turning of the mamoths to attack.conclusion- don't use Mamoths to lead the assault use them to be the 10 ton weight that breaks the cammel's back(or in this case Nod's)

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 19 Feb 2002 19:37:00 GMT
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well for Nod it's a little more difficult if GDI has Mammoths because Nod has basically nothin that can really take on any more than 1-2 mammoths at one time, ok there are game where there r noobs at the controls but get 3-6 average guys in Mamies and whatch even those stealth tanks turn around and run(beside how often do you get the time to build 6 mammoths, but the rest can be substituted with medium tanks).now, backem up with hum-vees and there goes the rocket troops, while 3-5 engies keep everyone alive. now that's an assault no number of Nod stealth and flame tanks, or troops can get through(unless 1. they ambush or hit the engies then some how keep a couple of flame tanks alive to get in close, but by then the Mammoths will be at you door pounding away).

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Wed, 20 Feb 2002 00:44:00 GMT
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quote:Originally posted by no_pulse:Most people will beg to defer on this, but personally I think GDI has far before weapons in MP.They have the mamoth tank that can take a lot of damage. Try destroying a mamoth tank with a NOD stealth tank or any other NOD tank, its not an easy task.The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with onky a few shots.The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base.And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted.Personally I think the sides are not matched evenly. GDI has a far more advantage than NOD. Thats why everyone picks GDI Destroying mammoth in stealth is much easyier than you thinkWhen u saw gdi solder in a few shots are u are saying that a gdi solder using less than 50 bullets can destroy a stealth tank? - you are wrong , unless the stealth tank was on low heath or the infntry in Q was hackingGDI AGT is to powerfull , but dont worry the real AGT is nowhere near that good and the real oblisk is 10x betterNods tank is stealthy , but are are correct i should be 0.9 meters for AGT and 0.7 meters for infntry (its not obsivaly u can see it much further away), but Nod was just to powerfull when it was recreated exeatly how it was in TD , so WW gave gdi a chanceYV_Seth

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Wed, 20 Feb 2002 00:46:00 GMT
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Mammoths are perfect for leading assaults, especially when your team knows wha they're doing. I've taken part in 6 tank mammoth rushes and we leveled the entire base. The key is team work. Same goes for Nod team work is the only way to win.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:38:00 GMT
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At least some of you get it... GDI is more of a upfront, got the big guns, kinda side. Nod is the sneaky, hit you from behind, kinda side. Using GDI stealthly is impossible, and using Nod as a upfront line is suicide. You can't sneak into a Nod base with a Mammoth tank.-----"Ahh, there it is!"

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:25:00 GMT
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i play NOD as often as i can, and i almost always win. they are ok.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:50:00 GMT
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Quote: They have the mamoth tank that can take a lot of damage. Try destroying a mamoth tank with a NOD stealth tank or any other NOD tank, its not an easy task.I beg to differ the stealth tank can be as annoying as h**! they are truely fun to drive. They pack a mean punch and are fast and sem-hard to see. it is more stealthy then a mammoth! Quote: The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with only a few shots. In my opinion NOD infantry are better built. they have the most useful infantry units. Chem warriors are humble powerhouses, and the laser chain gun is a unsung hero when it comes to mass destruction. "Peace through power!" Kane

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:58:00 GMT
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quote:Originally posted by NiVaNa:Ya but nod have oblistek of light, that will take out a mamoth in 1 strike and or 2 strikes, all the nod have to do is pull back to there base and let the oblisik take em out. But does dont alot of power to run, weaknessIt usually takes 3 hits from the obelisk to take out a mammoth. A medium tank is gone in two hits. That's in general with direct hits. Sometimes it seems to only partially hit a target, though.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:18:00 GMT
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I get the feeling that some of you are playing again inexperienced/poor players. A stealth tank alone is not much of a threat to a mammoth controlled properly. I have never lost a mammoth to any unit one on one. It's when you are dealing with a bunch of Nod forces and the stealth tank sneaks up behind you... that's when it's easy to take out an unsupported mammoth. Direct hits to stealth tanks by a mammoth are deadly. I think one mistake people make is to aim with the tank in the center of the circle. For most units this is fine, but the mammoth's two turrets aim slightly differently (the two dots on the left and right side of the targetting circle), so to be exact you have to rotate the turrets slightly left and right as you fire in order to get direct hits. Properly supported mammoths are deadly. Raveshaw is good against them.. until you're picked off by a sniper. If defending your base, several of those rapid fire black hand units will eat apart tanks pretty well. As far as the AGT is concerned.. flame rushes usually take that out pretty quickly, unless GDI has a ton of tanks still at the base. I've played enough games to know that anything's possible, but a GDI team full of good players and teamwork is really tough to beat unless you cripple them early on. Except for maps without defenses... then Nod's stealth ability is extremely deadly once they can afford nukes.

Subject: GDI is far more superior than NOD

Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:26:00 GMT

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Nod is at a distinct advantage in Renegade, more so on flying maps. One on one is unacceptable to base opinion on when a skirmish in a "real" game will be between mixed units of vehicles and infantry. Stealth Tank is still powerful, 2 can sneak in and take any building out quickly. They can snipe any troop within range with their missile rounds. They can take on a mammoth and win as long as the driver has superior tactics, driving skill, and better terrain position. In war stealth tactics always prevail both in tactical strikes and suicide demolitions. Duh... so Nod wins there especially when 2 stealth BHS can nuke two buildings then c4 a building and zap it to death in 10 seconds, or blow it in 3 c4 with a pal. The Ob is mostly anti vehicle which is made that way against GDI's superior armour. A FT can roll up to the AGT with only 50-100 damage then destroy it safely. I see everyone jump to Nod on pubs with autoteams off. Renegade is nothing like C&C or TS, an RTS cannot be made with any balance towards an FPS. You have many players on one team, you cannot choose building placement, you have limited units to work with. In any RTS c&c map you have no hope to get infantry into a base, in which there are half a dozen ways to enter a base. Base defense doesn't do crap against large numbers of vehicles, grenader is crap against vehicles and his weapon sucks, flamethrower is better vs armor unless your a pansy ass and have to go engy/tech/hot to toss c4 around which is better then grenader because the grenader sucks balls. Chem trooper just tears armour like crazy. GDI's secondary purchase troops are stupid except for gunner which is good only in groups against armor or buildings. Nods Free FT troop better Nods 1st level troops better Nods 2nd level troops better Nods 3rd level troops same as GDI. Problem is there are too many stupid idiots who don't take advantage of the vast difference of these teams. Which means the only good tactic is the team that can pull off the early rush or organize a vehicle rush. Defense is not an option since on 9 out of 10 pubs the other team who cannot perform can't defend, or they will turtle and lose on points because they darn well suck at the game.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:50:00 GMT
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You don't think a nod stealth soldier is good? Explain why I was able to infiltrate a GDI base TWICE with a black hand and plant a nuke beacon. kanejry2kP.S. this GDI team was not stupid. They put up a good fight

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 16:07:00 GMT
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About the Obelisk: it does 300 damage (ALWAYS, you can't get a partial hit on a tank, it's hit or miss) with each hit (310 vs infantry). A Moth has 1200 HP (600 health, 600 armor) so it dies on the fourth hit. A Medium Tank has 400+400=800 HP, so it dies on the third hit. APCs (300+300) die on the second hit, Hummers (150+150) on the first. And why did you people bring this thread back? It was started in February!

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:11:00 GMT
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I agree. Even though the Mammoth Tank has more armor, and more firepower, it is very slow. A Stealth Tank can easily move around to avoid fire and at the same time fire at the Mammoth Tank (with some experience of course). Even better, you could creep up on a unsuspected Mammoth Tank and get right behind it and start shooting at it and try to stay behind as long as possible so the Mammoth could not be able to shoot back! This works really good...unless the Mammoth has his buddies backing him up, then it's more difficult to execute it but still possible if you use both of the tactics I have explained right now. One other thing about the Stealth Tank, it is cheaper than the Mammoth (and has far less armor) but by using even two Stealth Tanks, you can easily destroy a Mammoth (even faster if you use the strategies I explained). But beware, a Mammoth Tank can easily destroy you if the right tactics are used. And yes, GDI and NOD are equally matched. Bye.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:27:00 GMT
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quote:Originally posted by KingZeus[CnCRenegade.com]:I'm at work and don't have time to read all the comments, but the topic starter sounds like somebody who does not play on teams working together. Try using 2 stealth tanks. They are great for ambushes. The infantry is pretty much identical with the exception of the NOD stealth trooper and laser chain black hand. Both totally kick butt compared to their GDI counterparts. Come on, you don't know that it's not NOD? Sheesh dudes, it's Nod.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:44:00 GMT
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Nod can hit the factory without being attacked, and can hit the guard tower while being attacked by only 1 machine gun. GDI can hit the airstrip, refinery and obelisk without being attacked. As for the AGt - it's a tough nut to crack, certainly. I find 2 apcs, both with a single beacon-carrying engineer passenger, to be most effective. If the enemy has any tanks in his base though, you're screwed.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 19:11:00 GMT
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lol this guy is a stupid n00b mammoth is so easy to kill it isnt funny heres a guide to killing it for each nod vehicle:
buggy: run up to and wait to blow up plant c4 and blow them then run
apc: same as above but with more tech
slight tank: get sideways and go back and forth while shooting at the mammoth
example the | is the light tank its it going up and down the M is the mammoth its not meving because only an idiot tries to dodge in a mammoth ^ going up and down|- <turret>
M flame tank: get right up agaisnt it and it cant hit you for more than a 20 amor/health per shot then flame away
stealth tank: lay in wait and when the mammoth passes shoot shoot shoot until it dies even if the guy has the camera follow turret option enabled hes a dead man there we go the complete guid to killing the joke that is the mammoth tank

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 22:56:00 GMT
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quote: Originally posted by no_pulse: Most people will beg to defer on this, but personally I think GDI has far before weapons in MP. They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank with a NOD stealth tank or any other NOD tank, its not an easy task. The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with onky a few shots. The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base. And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted. Personally I think the sides are not matched evenly. GDI has a far more advantage than NOD. Thats why everyone picks GDI YOU LIE!!!!

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Sun, 21 Apr 2002 23:35:00 GMT
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The most expensive tank I will buy is no more than 1000. Med light artillery stealth and flame all got more speed and can do great. MRLS is slow but carries lots of punch in one round. Mammoth can stand lots of hits but it is just too slow and takes for ever to get to battle field. Nod's infantry is better and GDI's tank is better. (slightly) So the base defence is designed to cover the weakness. This game is balanced.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 22 Apr 2002 00:55:00 GMT
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Nod= stealth. GDI= brute force. How many times do I need to say this???

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:38:00 GMT
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I agree with the whole defense issue, Obys are inferior to the AGT and the turrets are clueless most of the time but I still think Nod has the advantage if they use teamwork. Flame tanks in the right hands can take out Mammoths a good amount of the time and mammoths cost 1500 compared to the 800 for a flame tank, medium tanks are the same story, 'cept cheaper, infantry too would have to go to Nod... I would rather have laserweapons than an extra rocketlauncher-type soldier (gunner) or another chemical weapon-type (patch). Grenadiers are inaccurate compared to flamethrowers and don't have the residue damage that the flamethrowers do. Of course I'm leaving some stuff out like the I'd rather have an MRLS instead of an MA but that's not enough to save GDI. Just my opinion tho.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Mon, 22 Apr 2002 13:41:00 GMT
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The ob looks much more threatening, and seems to decrease morale a lot as you get close to it (I've seen this happen a few times). I mean, would you want to charge against a big black, dagger shaped structure that fires heavily damaging laser beams at your vehicle? GDI is much less likely to charge at the Nod defenses probably because it only takes 1 or 2 techies to repel a med tank rush of any magnitude (though Mammies could probably pound it to dust if they had about 2-3 and aren't afraid to throw them at the Ob)

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 23 Apr 2002 06:23:00 GMT
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quote: They have the mammoth tank that can take a lot of damage. Try destroying a mammoth tank

with a NOD stealth tank or any other NOD tank, its not an easy task. The GDI infantry is far more superior than NODs infantry. Hell a simple infantry soldier was able to destroy a stealth tank with onky a few shots. The GDI Advanced guard tower is better than the NODs laser tower. Sure it make have 2 turrets but its not like the advanced GDI guard tower. You can simply avoids NODs laser tower by jumping every few seconds. Where as the GDI tower has both rockets and machine guns... try avoiding those while trying to sneak into the base. And NODs stealth tank is not really all that stealth now its it. Hell infantry soldiers can spot the tank. And even the NOD infantry soldier that can go stealth is the same thing, you can always get spotted. 1. I can take out a mammoth EASILY with a stealth/art/flame/light! Its not hard! Mammoth missiles are so slow, easiest thing to dodge ESPECAILLY in a light tank. 2. Can kill a stealth tank using basic infantry in a few shots? what are you smokin? 3. Hmm NO you can just jump around everywhere and expect the obelisk to miss, it hits you 99% of the time! and anyway someone is gonna spot you and report your presence to the team (alot of ppl dont do this, always report on enemies you see as a threat to your team!) 4. I agree with the stealth tank, it can be seen quite easily at medium - short range but the stealth black hand cant be seen very easily only at very short ranges

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 23 Apr 2002 08:00:00 GMT
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from my experience, if this is the practice map, then you can attack the factory/airstrip for both sides without the guard tower/obelisk firing, but Nod's refinery is also exposed, but I seem to be able to shoot the advanced guard tower with a mobile artilley without getting shot back. hard to tell who gets the disadvantage here.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:21:00 GMT
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quote:Originally posted by aircraftkiller2001: Come on, you don't know that it's not NOD? Sheesh dudes, it's Nod. Sheesh dude, it's "Brotherhood of Nod".

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Wed, 24 Jul 2002 16:57:00 GMT
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the title says enough about the knowledge... "superior to" not, "far more superior than". GDI and Nod are equal. The AGT deals constant, accurate, and weaker damage, while the Obelisk does pulsed, inaccurate, and MASSIVE damage. It's harder to get a vehicle to the Obelisk, and harder to get infantry to the AGT. Nod's stealth units are countered by GDI's power units. The stealth tank can EASILY take on a Mammoth, or even a medium. The stealth tank is designed to sneak around behind and let loose before the bad guys know what hit them. Of course you can't sneak up on someone when you're right next to them! Likewise, so can a light tank. The turret is mounted farther back on the chassis, and the whole thing sits lower. That makes the light tank

able to hide around corners, pop up and fire a few shots, then duck back under cover. Or, it can take a more direct approach, running up next to the GDI tanks, where they can get in under the guns and do damage quickly. The GDI tanks are designed around survivability and raw firepower rather than speed and stealth. They are meant to get the enemy before the enemy can GET that close. Raveshaw and Sydney are also pretty much equal. Sydney does more damage per hit, while Raveshaw is harder to hit (smaller) and fires faster.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Wed, 24 Jul 2002 19:31:00 GMT
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WOL Stats from my favorite server Since Apr 14, 2002: GDI: Total Score = 24,554,343 / Wins = 832 NOD: Total Score = 23,717,890 / Wins = 700 My personal stats for this month: GDI: Better than 2:1 win:loss ratio NOD: About 1:.75 win:loss ratio From that data it would appear that GDI does have the overall winning advantage. Maybe the players on the server and myself both don't play n0d as well as we could? Possibly, but the numbers above seem relatively clear to me. [July 24, 2002, 19:41: Message edited by: Jeg]

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Fri, 26 Jul 2002 17:24:00 GMT
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The AGT is easily destroyed early in a game. A well driven buggy and 2 basic engines make it a simple task.

Subject: GDI is far more superior than NOD
Posted by [Anonymous](#) on Fri, 26 Jul 2002 17:41:00 GMT
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Jeg Recruit Member # 15541 Member Rated: posted July 24, 2002 19:31
----- WOL Stats from my favorite server
Since Apr 14, 2002: GDI: Total Score = 24,554,343 / Wins = 832 NOD: Total Score = 23,717,890 / Wins = 700 My personal stats for this month: GDI: Better than 2:1 win:loss ratio NOD: About 1:.75 win:loss ratio From that data it would appear that GDI does have the overall winning advantage. Maybe the players on the server and myself both don't play n0d as well as we could? Possibly, but the numbers above seem relatively clear to me. ----Remember, it's Nod, not NOD.
