
Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sat, 16 Mar 2002 09:47:00 GMT

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Hi guys i m having some trouble on finding a assult vehical in nod i had try the flame tank but it have very short range so which tank should i use?

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sat, 16 Mar 2002 10:35:00 GMT

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Flame tank, despite it's range. It's great for taking out defenses, and with the help of a Light Tank or a Buggy to take out infantry, they can easily decimate entire bases.

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sat, 16 Mar 2002 10:36:00 GMT

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Well, NOD tanks aren't really made for assault. You should try the light tank. It's fast, powerful enough to do quite some damage and has enough armor to keep you alive a good while. You just have to keep moving a lot, and know when to retreat. But again, NOD isn't for frontal assaults. Unless you have artillery or other flametanks backing you up, your flametank/light tank is going to get stomped. Hit and run tactics, that's what it's all about. Stealth tanks can be quite deadly and fun, especially if GDI sets up a tank barrage (ie: they have powerul/lots of tanks backup with engineers, making them close to invincible), because in a heated battle, no one will pay attention to you (and their visibility will be greatly reduced by the explosions and stuff) so you'll be able to squash all their engies and they won't even notice. Don't rely on its firepower though, stealth tanks are relatively weak... You should use mobile artillery if you have good aim and like picking off enemies from 3 miles away. It's awfully powerful, precise, but slow and weak, so you can't just pop in the middle of the battlefield and take people out. If you really want to go with flametanks, then you have to be smart and take paths where you know they won't see you/shoot you. If you can get close to the enemy with some armor left, they're dead and buried.

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sat, 16 Mar 2002 10:37:00 GMT

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Depends on the situation. Flametanks can take a lot of damage, they are fast and they do a lot of damage. It's your best bet to take out other tanks or base defenses - or any other building for that matter. They are the best anti-base tanks in the game - better then mammoth tanks. In fact, a good flametank driver can usually take out a lonely mammoth tank because the flametank does so much damage and moves so quickly. For defense, use artillery or stealth tank. The stealth tank has short range but you can get behind the enemy unseen and then circle around him while you keep firing. Also good to break tank blockades, blowing up harvesters or just generally being a

pain in the butt. If there are no base defenses, the stealth is also good against buildings. It does a lot of damage very quickly (it's not weak as some people think, it just has very short range so the missiles sometimes blow up before they hit - which is hard to see if you sit inside the tank).[March 16, 2002: Message edited by: Devon]

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 10:46:00 GMT
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enginers behind them, and you can rush down every base you want to.The only problem for nod really good!!

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 11:05:00 GMT
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Ok ... i have had almost ever cnc game ever and dominated them all...and im prettey good at renegade but i cant decide wich team to go with..In tib sun i was totaly for Nod ..but in renegade i like Nod and Gdi both!! Ive tried out different stratagies for both and still cant decide who is best.Who is your favorite and why...maybe that will help me decide...Oh and also..does anyone have a cool clan looking for members...ill tryout.[March 16, 2002: Message edited by: Above_Any_Other] [March 16, 2002: Message edited by: Above_Any_Other]

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 11:22:00 GMT
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Nod. It has always been Nod for me. In the RTS's I liked them because of Kane and because they were evil (I'm the kind of guy who always plays the Necromancer or the Black Knight or the serial killer in any kind of game. More fun). In Renegade I like them because they have more varied units. GDI are like vehicle, strong vehicle, stronger vehicle. Yayawn. Nod have some originality to their units.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 11:23:00 GMT
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well i'm not an expert so i won't reply to this message. oh what the heck, i'll throw in a below average players point of view anyway...i guess you must be talking about clan games only or games with side switching on cuz in most of the open games, you don't get to choose. and even if

you're nod one game, chances are you'll be gdi the next. i like this. it gives players a chance to enjoy both sides and all the units they have to offer. just my humble opinion, please forgive a non expert from posting on this thread!

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 11:37:00 GMT
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every vehicle has it's place, nod or gdi. i've enjoyed the flame for it's building and tank killing ability (up close of course), and the stealth for it's ability to be sneaky and kill from behind or running over infantry. the arty is great from long range and can be an effective anti-sniper weapon as well. and the buggy is fast and good at killing inf as well as rushing to an enemy's base with a couple of techs to blow a building or 2. gdi's vehicles are no less effective, though not as exotic. i like the mrls, but i hate the view you get with it. they should correct that....

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 11:38:00 GMT
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quote:Originally posted by zukkov: well i'm not an expert so i won't reply to this message. oh what the heck, i'll throw in a below average players point of view anyway... i guess you must be talking about clan games only or games with side switching on cuz in most of the open games, you don't get to choose. and even if you're nod one game, chances are you'll be gdi the next. i like this. it gives players a chance to enjoy both sides and all the units they have to offer. just my humble opinion, please forgive a non expert from posting on this thread! look dude i didnt mean any offense by 'game vetrans only' its just that usualy they know what sides best in a game and i couldnt decide who was

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 13:40:00 GMT
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yes, the short range of the flamer would rule on the arty

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 14:11:00 GMT
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I never buy light tanks anymore... They simply do not do enough damage and only have 100 hps and 100 armor more than a mobile artillery... Mobile artillery are cheap, and do huge amounts of damage... But over all I prefer the apc black hand nuke rush...

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 15:16:00 GMT
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them, and you can rush down every base you want to. The only problem for nod are Mammoths good!! Flame tanks get owned by a bunch of Volt rifles, engies or not...

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 17:27:00 GMT
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The best NOD tank is when I steal a mammoth from the hotwire who got out to repair it. Seriously though, a single mammoth on Nod's side can provide amazing base defense. All the nod vehicles are good, especially the stealth tank since it can take out any infantry with ease either by running them down or shooting those super-precise rockets.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sat, 16 Mar 2002 19:11:00 GMT
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it makes me laugh when i see some idiot jump out of his tank to repair it in the middle of a battle. There's a big tank battle and I'm nod more than likely I'll be a stealth black hand and when they get out to repair I do some major damage.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 00:21:00 GMT
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For the Bortherhood of Nod. Stealth Soldier and tank can do so much to GDI.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 00:22:00 GMT
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Flame tank and Artillery combined.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 00:25:00 GMT

Both sides are pretty good and have their advantages. But if you're talking about C&C Renegade, I'd definitely side with Nod. Why? Well for starters I prefer Nod infantry over GDI's any day. The Chaingun laser black hands easily rip up enemy armor and infantry. And while Gunner deals a good amount of damage too. I like instant-impact weapons over the rockets which give enemy units time to maneuver out of the way. Moreover those Cloaked black hands really come in handy. Great for taking out those pesty snipers with a laser headshot or sneaking behind enemy defense to plant a nuke or something '...never know what hit them' You might say that GDI armor is better than Nod. But I have never seen 4 Medium tanks successfully rush an Obelisk before. Whereas flame rushes are so popular and known nowadays all I have to do is ask 'who wants to flame rush?' at the beginning of the game and already I got like 3 to 4 volunteers who would be glad to flame rush with me once we got the cash. Another sad thing the AGT. Nod not only has an Obelisk but 2 Turrets. While GDI has a cheap single AGT that can't do crap against APCs much less flame tank rushes. Good against infantry yes. But how often do you see swarms of enemy infantry rushing against the base hmm? Mammoth tanks are laughable in Renegade. A couple of blackhands and the Mammoths are already forced to pull back. Even when they successfully gather 4 ~ 5 mammoths to rush the Nod base they usually fail. They're big; choke up in maps like field or hourglass (if you take the sideways), slow; the obelisk gets to fire probably once or twice before they even return fire. And expensive; when mammoths rush 1 or 2 does the rushing.. everyone else is too scared to move in afraid they'll lose their oh so valuable tank. I ain't saying Nod is invincible, but these are the advantages I see in Nod over GDI. And Nod have a way more charismatic people on their team. Who leads the brotherhood? Kane. Who does GDI have hmm? That forgettable weeny General Whatshisname from C&C1? Michael Bien in C&C:TS was okay, but compare him to Slavik (Bad ass 007 villain type)? Please... not to mention Slavik's got that really hot babe of a Lieut... Even their command AI was cooler! GDI's no frills EVA. EVA 'Stand by for battle control' While Nod had :Cabal 'Reaching the base will increase chances of a favourable outcome...' Slavik 'Cabal Define favorable outcome...' Cabal '...They all die...'

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sun, 17 Mar 2002 11:31:00 GMT

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One word: STEALTH TANKS. These cheap hidden tanks are so deadly in groups. Especially against mammoths which cannot turn very fast. If you sneak up behind a mammoth you can get some damage in before the mammoth might notice. It has happened to me before and is quite annoying. Watch out for them!!!!

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sun, 17 Mar 2002 11:49:00 GMT

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The point here is that you have to be both teams so you might as well get used to both of them. They both have there +'s and -'s. NOD has stealth units and GDI has the Mammoth Tank. NOD has a powerful base defense but GDI's is better against infantry rushes. You are going to have to be them both sometime so just get comfortable with both. PS: I like NOD because of its stealth

units.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 18:00:00 GMT
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depends on the vehicle. My favorite is the stealth tank since I can make a small assault, then use my invisibility to get back to base for repairs.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 19:34:00 GMT
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quote:Originally posted by Allies107:it makes me laugh when i see some idiot jump out of his tank to repair it in the middle of a battlef theres a big tank battle and im nod more then likely ill be a stealth black hand and when they get out to repair i do some major damamgeThis happened to me today...For the first and last time

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 19:39:00 GMT
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BTW, the best Nod tank IMO is the Flame Tank. It is very effective on defending base against Humvee or APC rush and to destroy harvesters as well. Also its very good on destroying buildings when enemy power is down or Adv. Tower is down.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 20:06:00 GMT
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after the defenses are down? heck, the flame tank is the one that takes the defenses down. i've done it several times with a 2 flame tank rush. the enemy doesn't always have ready defensive troops to stop you. and once you get close to the agt, it can't fire on you. sure many times it fails, but if nothing else it might put the other team on the defensive so you can concentrate on their harvester while they're pinned inside the base....

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Sun, 17 Mar 2002 20:21:00 GMT
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well I like the NOD apc... engineer rush!@!

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Sun, 17 Mar 2002 23:12:00 GMT

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quote:Originally posted by PyroTeknik:Flame tanks get owned by a bunch of Volt rifles, engies or not...but flametank is 800 and volt autorifels are 1000 a piece.Its like saying a bunch of nod chaingun blackhands own a basic soilder. the flame tank is my fav nod tank. They own every other tank in the game. Meds are a pain sometimes though because they have enough speed to keep away by backing up, and enough firepower to kill you.

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Mon, 18 Mar 2002 00:07:00 GMT

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i like gdi in all the other games but i like nod better in renegade for one simple reason.the stealth trooper. it is so fun to sneak up on suck snipers and stck your c4 on them and wait for the explosion.

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Mon, 18 Mar 2002 00:13:00 GMT

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I'm a full out Nod fanatic. Have to say this but I ALWAYS side with the 'antagonist'. I was kinda hoping SP would include a series of Nod missions too.

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Mon, 18 Mar 2002 00:31:00 GMT

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on a map like isalns the stealth tanks cn be a great tactical advantage. They have the bility to duck and cover. Shoot acouple times then hide behind a rock.

Subject: Which Vehical is the best in Nod

Posted by [Anonymous](#) on Mon, 18 Mar 2002 13:08:00 GMT

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The chameleon! Wait...it sucks, never mind

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:58:00 GMT
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quote:Originally posted by Rude:but flametank is 800 and volt autorifels are 1000 a piece.Its like saying a bunch of nod chaingun blackhands own a basic soilder. the flame tank is my fav nod tank. They own every other tank in the game. Meds are a pain sometimes though because they have enough speed to keep away by backing up, and enough firepower to kill you.Dosent matter, I have save my base tons of times from flame rushs. How i stay alive is i stay at a doorway shooting engys that are repairing the flamers then i take out the tanks and when am damaged i just buy a refill. And if you have your team repairing the buildings they wont even destroy a single building using that tactic.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Mon, 18 Mar 2002 17:00:00 GMT
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thats why you go in with three other flamers, and have other tanks supporting you.A lone rush only works when noone is repairing or defending.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Mon, 18 Mar 2002 17:08:00 GMT
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quote:Originally posted by Rude:thats why you go in with three other flamers, and have other tanks supporting you.A lone rush only works when noone is repairing or defending.Only 8 tanks per side and if they meet my teams tanks while we where repairing the bulidings and I was a mobious they would still have wasted there money(attack would have failed).

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Mon, 18 Mar 2002 22:14:00 GMT
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If you go in with a few Flame tanks, when the building starts getting repaired faster than you can quickly damage it, quickly move to another building, leaving one tank attacking the original building. Most times they'll lose one of the buildings. Flame Tanks are definately Nod's best assault vehicles, but mobile artillery are the ultimate sniper killers, and are very good in defensive/support role. On Under, you can sit on the refinery side of the airstrip and pound tanks attacking the airstrip. This often makes the difference in breaking up the attack.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Mon, 18 Mar 2002 23:05:00 GMT

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quote:Originally posted by CrazyHavoc:Only 8 tanks per side and if they meet my teams tanks while we where repairing the bulidings and I was a mobious they would still have wasted there money(attack would have failed).There are multiply situations that can be played out. My original point was the price difference in the units, and that mulitiple ones can take out a flame rush.

Subject: Which Vehical is the best in Nod
Posted by [Anonymous](#) on Tue, 19 Mar 2002 03:12:00 GMT
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quote:Originally posted by Rude:There are multiply situations that can be played out. My original point was the price difference in the units, and that mulitiple ones can take out a flame rush.Ture!
