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Subject: Re: Advantages and Disadvantages of Teams

Posted by [Spoony](#) on Fri, 25 Jan 2008 09:36:37 GMT

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Dover wrote on Thu, 24 January 2008 16:07The only advantage I see in the GDI APC is that it's narrower than Nod's, allowing it to fit in places where the Nod APC can't (Under the bridge in C&C\_City, for example). Are there others?  
It's important to take the opposition into account.

eg, what will a GDI APC find itself facing? light tank, artillery, stank, flamer. It does fine vs stanks and flamers, it can put up a reasonably good fight against an artillery, it'll die to a light tank. Nod APC is likely to face med tanks, against which it doesn't stand a chance.  
so in tankfights, the GDI APC is better because it can better handle the tanks it is likely to encounter.

Scrcrscorer wrotebecause the 150 sydney is better at killing them  
if it's more powerful it's only MARGINALLY more powerful, definitely not enough to justify the 150 cost vs. the free GDI soldier. I'm sorry, but what you gonna do with it even if you kill the arty? If you're so low on money that you feel compelled to use a tib sydney vs an arty, sounds like you need every last credit.

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