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Subject: Re: Nod vs. GDI (Vehicles)

Posted by [GEORGE ZIMMER](#) on Mon, 28 Jul 2008 14:33:24 GMT

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JoeBro wrote on Sun, 27 July 2008 15:40

1. Do you think the Apache is better or the Orca?

Depends on the map. In a generally open map like walls flying, I prefer the orca, due to its superior range and slightly smaller body. On a map like city flying, where you can hide behind things and such, I prefer the apache. No HUGE differences, but yeah.

JoeBro wrote on Sun, 27 July 2008 15:402. Do you think the Buggy is better or the Humm-Vee? Well, they both suck ass, really. But, for early game harvester attacks (Which is their only purpose really), I'd have to go for the buggy. It's faster, and can take a few vital seconds less than the humvee to get to the GDI harvester. Plus, if any of the GDI team manages to attack me, I can run back to the base quicker. Also, thanks to its lower cost, it's easier to get it than the humvee. While both are pretty much entirely useless, atleast the buggy can have one use earlier on. And, if Nod is lucky, the AGT is down, allowing you to possibly speed in with a few buggies. If you went in an APC, it'd probably be destroyed or be taken anyways. Atleast with a buggy, you have higher speed and smaller size to quickly rush an enemy base. Granted, this only worked about once for me, and it was in a smaller game, so it's really only a tactic for small games, but yeah.

JoeBro wrote on Sun, 27 July 2008 15:403. Do you think the Light Tank is better or the Medium Tank?

Light tank, but mostly it's personal preference there. Medium tank works fine aswell, but I mostly like the light tank due to its speed. A good tank driver can dodge more tank shells than the slow medium tank, giving the enemy no points atall. Plus, as stated before, its turret is farther back, making it easier to pop out of corners and such. And it looks awesome.

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