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Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 13:56:00 GMT

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Ok ok, some of the tech from RA is sorta true, and I stress SORTA. It can happen but not a good idea for battle use. As for Nod having "too many advantages" I completely disagree. If you haven't noticed Nod units are designed around sneaking in and attack and run tactics. While GDI mocks modern day armies by its mere presence is fierce. Almost all Nod tanks are lighter armored than their GDI counterparts. Nod teams like using a lot of 1 type of unit, FT, LT, ST rushes. They can usually destroy a lot of the base. GDI is better if they have a bunch of different units go in. Depending on the map of course it's good to have 3 MedT, 2 Mammoths, 1 APC, and the rest be MRLS.

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