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Subject: Unfair little thing in city!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 13:07:00 GMT

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I think the real disadvantage for Nod on this level is the vehicle size thing someone mentioned. Every vehicle but the Mammy will fit through the side alleyways into the Nod base, where as few Nod vehicles can. This gives GDI a broader gamut of tactics than are available to Nod. However, this map seems to swing more evenly with GDI vs. Nod wins than most I've encountered...so, it doesn't seem to unbalance things too much.

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