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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Wed, 27 Feb 2002 21:08:00 GMT

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All of nods tanks except the stealth tank are fine. The buggy is pound for pound a better deal than the humvee, faster and more easily maneuverable, 100 less yet only with 50 less armor 250 compared to humvees 300. Then the artillery, great against infantry and lots of firepower against everything else, they are what you want to defend, as their lack of armor is necessary due to their extreme firepower, I believe they have more firepower than a mammoth. If these are somehow guarded well with the stronger armored tanks then your getting in a lot more extra firepower. Flame tanks are base and mammoth killers, if you want to rush a base, except no substitute, if you want to kill a mammoth, except no substitute. Although they are not good against mrls and medium tanks as they can retreat fast enough. Apc is same as gdi, does what it does, same price. Light tank - 200 cheaper than a medium, which is what makes it balanced because it has 200 less health than medium. As in Nod fashion though it is faster but with less firepower price per price compared with the medium. If your a good driver you can retreat and flank better with this tank than with mediums. Stealth tank - don't like it, stealth on this tank is somewhat of a joke, you have the opportunity to get the first shot off, and that is barely worth it because after you shoot your pathetic armor is shredded before you can retreat. Extremely high price, only good thing about this tank is its firepower, otherwise its ridiculously low armor and very high price make it not worth it for the meager stealth ability. It has HALF as much health as a medium tank, yet costs 100 more. I just don't see the deal, because its stealth can only be used for small things since its a huge tank unlike the black hand which can sneak around and take full advantage of his stealth. This tank is just a ripoff.

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