
Subject: Nod overpowered

Posted by [HTDana](#) on Sun, 25 May 2003 23:51:04 GMT

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That's good advice, Dave. You never want to let Nod run you over with your own vehicle while you're disarming a nuke, but otherwise the armor/bldg trade is almost always a good one.

Part of me can't help but picture Wile E. Coyote, though...remember how he would read the directions to himself while using a grenade?

"Step 3. Pull the pin. . . . Step 4. Count to three and throw the grenade. Remember, you only have a few seconds to throw the grenade befo--*boom*"