

---

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Fri, 29 Nov 2002 18:37:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by supertech:GDI can beacon the Power Plant by hiding behind the rock in the back of NOD's base. A hotwire can get to the Hand of NOD and Obselik pretty easily using the same rock as cover. GDI just has to march a few meds and mamys around the bend to knock on the air strip, then rush the obselik.NOD doesn't seem to have any good advantage on this map. A flame rush can be seen a long way off. Some worked, some failed. If GDI has a scout and a few meds, the flames will be toast.The only tactic I think would work would be a stealth rush on the far hill, maybe 4 to 5 units. GDI advances to get airstrip and you rush in behind them. Once AGT is gone, you can beacon the power plant and probably take out the WF with the STs. However, I have never seen a stealth rush on this map. No one wants to do it.Any tips for NOD on this map?SuperTechAn Artilary can kill the WarFactory and even AGT without being shot at, hell I hit the AGT with stealth tank missiles and not get hit.Nod has the best Anti tanks position in their own base when it comes to defending, I've gotten MVP so many times just standing between the Red dot of the airstrip and the Refinery and shooting away at any Med Tanks/Mammies and/or MRLS's that attempt to attack the Airstrip.If Beacon is placed by the PP I can kill anyone in my special spot (mentioned above) with an artilary by just moving forward a bit (I always drive Artilaries backwards)

---