

---

Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:21:00 GMT

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

---

actually apart from a few maps the game is very well balanced the only problem is that team work is most important with GDI than nodNod = Fast Rush attacks in the early game (flame rush is almost imposibly against a well organised late game GDI) and stealth tatics in the late game.GDI = Are the brute force team. Games are won in the batlle field tank battles of even numbers are nearly allways won by GDI.,also GDI need a mix of units compared to Nod mamys and rocket launchers need to be escorted.

---