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Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:20:00 GMT

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city is my favorite map. it offers sneaky ways of winning as well as brute force slug fests. the trick is to balance base D with an offensive rush. this map definitely allows lone wolf rambo's to shine if they catch the other side sleeping. it has defensive structures, but they don't protect the base that well, so it's fairly easy to blow buildings up close or from afar for either side. for those of you that are going to make maps when they release the tools, please make more like city!

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