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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 05:47:00 GMT

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Everyone waits until he got 800 credits, each buy a Flametank and rush to the AGT. Don't do anything else, just rush there asap. GDI won't have more than some MRLS in front of your base - if needed just flame them, they're easy targets for FTs. Blow the AGT - any Flametanks that survive then start to burn the other buildings, one after another, start with either WF or Barracks. After all FTs are destroyed, buy Stealthtanks and or Stealth Black Hands (equipped with beacon) and finish off the base.

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