
Subject: Strategies for Under

Posted by [Anonymous](#) on Sat, 16 Feb 2002 01:28:00 GMT

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In my opinion "Under" is one of the most difficult maps to win by completely destroying the base. Most games are won by high score. Except for when someone gets really creative. Here is a starter tip for each side to get you going. For GDI: the best start is to try and destroy the NOD harvester before it gets back from its first run and protect yours. This will give you a good credit advantage. Once you have enough credits try and take out the airstrip or refinery with MRL's. If a few MRL's have already left go for either a Humvee or M-tank for support. Humvee's are good for running over black hands. If GDI manages to destroy the air strip or ref. just keep picking away at the other buildings and try to keep em pinned down. For NOD: Same applies for the Harvester. Try and get a few players to save up for flame tanks. Once you have 3 flanks (minimum) rush the AGT. If you can take it out the rest is a cakewalk. There are a lot of variables and a lot of counter measures but these are some of the most frequently used strategies on the "Under" map. [February 16, 2002: Message edited by: dudex0x]
