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Subject: NOD rushes problems(under)

Posted by [gufu](#) on Sun, 22 May 2005 16:36:30 GMT

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I find those interesting things about NOD rushes.

1)flame rush-ok your team getting own because the flamers at entrance.

Answer-Still one of the tank! Make your team damage the tank very badl. And when enginer or technichian(yes-those are poular drivers of those vehacles)try to give em a headshoot with Deadeye(he's shoots invisible) or havoc(He would kill him in 1-2 shoots) Then just use tank for your own good!)

2)Artelery rush! rare but very tough situation.all your mammoths getiing own bfora they ready t respond!

Answer-Guners and sidney(1000\$ one)Artelery sucks against infantry. Remember-aware of the stealth black hands!

3)Stealth rush! Very scary-Stealth tanks are shooting from the side-so you can't atack them when you come out. Sometimes NOD sends few stealth hands inside tunnels-so u would use engieson Power Plant.

Answer-Patch-Lead the way! Patch can see stealth tanks better than any unit! Try to use any weapons you can get thru tunnels on them! Remember-Stealth tanks can shoot at the tunnels!

4)APC-rush-Very fast! Your tower will have to cross fire! The APC are quick and dangerous!

Answer-Gunner and med. tanks. Try to block the way of APC by med and destroy them by gunners! The WF is one of the most often atacked place by APC rush. Remember-There is always at least one engie/tech inside APC!

So when they get out-2 or so players should go inside buildings. While another one steals the APC.

Nobody us buggy anymore so-That all!

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