
Subject: NOD rushes problems(under)
Posted by [csskiller](#) on Sun, 22 May 2005 19:30:59 GMT
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I can barely read this giberish.

gufu 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!)

So, this is assuming that they get out of their tank?

and it will help if this is translated into readable english

gufuAnswer-Still one of the tank
Still? or Steal

*****Continuing on*****

There is no difference in which character can see stealth better.

If it is a matter of shooting wildly to find one a mobius would be better.
