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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Mon, 24 Apr 2006 18:48:07 GMT  
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Back on topic:

Nod almost never win C&C\_Under. It's a map about brute force, and that's plenty of what GDI is packing. The minute GDI decides "Lets get 6 mammys and have 20 Hotwires behind them", Nod lost. GDI can then pointwhore into oblivion. Nod never gets past it's own front door.

If the GDI team is stupid, and fails to shut down Nod's war machine early, then the Flame rush would probably be most effective then GDI has nothing on the field, and a mixed Flame/Light rush with a dash of APC is best when GDI do have tanks.

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