
Subject: Re: NOD rushes problems(under)
Posted by [Dover](#) on Wed, 26 Apr 2006 17:40:23 GMT
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Any halfway decent sniper would kill the tech before sniping the arty.

A well co-ordinated rush through the back door can't be done on C&C_Under, because the back door doesn't exist. The tunnels lead through plain view of GDI and their ubertankfest. Even so, there are always about 5 people per game (Taken from experiance in n00bstories) that dedicate themselves to screwing around in Nod tunnels, using Hotwires for mines and Havocs for kills.

Point: Unless Nod is REALLY good, and GDI REALLY sucks, Nod is screwed.
