

---

Subject: Re: NOD rushes problems(under)

Posted by [mision08](#) on Wed, 26 Apr 2006 20:40:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dover, I think you may need to settle down. Anyone who has played this game more than a day, will most likely hide behind the arty. As I stated before, the arty is there to keep the infantry in the tunnels. Yeah, a havoc will most likely make it out of the tunnel alive, but not for long. Any sbh that see a severely injured havoc will jump on him. A couple more Arty shells will do the trick anyway. As far as the arty being to busy, thats not the case at all. I usually man that position, it's rather boring. I don't even have a tech repairing me, I do it myself.

Quote: One arty with a tech operating on the far outside ridge.

At first, you may see several havoc's trying to get out but it usually slows after you kill 4 or 5. It's ironic, havoc's do so much damage to an arty but I wouldn't want any other vehicle in that situation. Also, I shoot between the stone wall and the sniper hut(the small passage) hitting tanks in the side killing hotwires and other infantry. It is far from impossible to keep GDI at home. Been there, done it, got a T shirt.

The biggest risk to losing your grip comes from your teammates. Someone is always bitching, "RUSH, KILL IT NOW! WTF LETS GO". Yeah, like GDI with all their vehicles in base, already pissed off at the world, is going to let 5 tanks with damage roll in an already clogged opening and kill the AGT. Yeah, thats going to happen.

---