
Subject: Re: NOD rushes problems(under)
Posted by [mision08](#) on Wed, 26 Apr 2006 22:33:58 GMT
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Quote:In your scenario, you're assuming that Nod already holds the field.
Are we reading the same thread? Yeah, thats what I'm assuming. I also have a complete layout of what vehicles go where. I could go into detail about getting these vehicles into a strangle hold position, but that is impossible for Nod to accomplish.
Dover wrote on Tue, 25 April 2006 16:16C&C_Under is death for Nod. Nod are incapable of maintaining a seal on GDI's entrance the way GDI can shut down Nod's. If you're Nod and you haven't taken out the WF, the ref, or the PP in the first ten minutes, you might as well give up and fuck around as an SBH.
Trying to convince a person with this type of mentality, and a know it all attitude is an act in futility. Now that I think about it, I have never won a game at under while I was on Nod. You know something else, I never lost a game at under when I was on the green team. I guess he is right.
