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Subject: Under strategy for Nod

Posted by [Kane](#) on Wed, 23 May 2012 19:51:21 GMT

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Ok, you need an SBH with Sniper/Ramjet,a Repair Gun,Remote c4 and Nuke Beacon. Hold GDI in their base with Arties (or Lights) and send the SBH through tunnels. Move the Arties so the AGT shoots at them and send SBH around PP. Place Nuke and snipe Hotwires/Engineers. If Nuke hits, Arties move in and attack Barr so SBH moves to WF. He uses Repair Gun to disarm Proximity c4 at WF and moves in, tossing his Timed c4 and the Remote c4 on MCT. DO NOT DETONATE REMOTE C4. When the Timed c4 goes off, Right Click for Remote c4. Thus the Timed and Remotes go off destroying (if not severely damaging)the WF I f dead, it's dead. If not, Arties shoot it at destroy it. Then continue on to destroy GDI.

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