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Subject: NOD rushes problems(under)

Posted by [gufu](#) on Sun, 22 May 2005 16:36:30 GMT

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I find those interesting things about NOD rushes.

1)flame rush-ok your team getting own because the flamers at entrance.

Answer-Still one of the tank! Make your team damage the tank very badl. And when enginer or technichian(yes-those are poular drivers of those vehacles)try to give em a headshoot with Deadeye(he's shoots invisible) or havoc(He would kill him in 1-2 shoots) Then just use tank for your own good!)

2)Artelery rush! rare but very tough situation.all your mammoths getiing own bfora they ready t respond!

Answer-Guners and sidney(1000\$ one)Artelery sucks against infantry. Remember-aware of the stealth black hands!

3)Stealth rush! Very scary-Stealth tanks are shooting from the side-so you can't atack them when you come out. Sometimes NOD sends few stealth hands inside tunnels-so u would use engieson Power Plant.

Answer-Patch-Lead the way! Patch can see stealth tanks better than any unit! Try to use any weapons you can get thru tunnels on them! Remember-Stealth tanks can shoot at the tunnels!

4)APC-rush-Very fast! Your tower will have to cross fire! The APC are quick and dangerous!

Answer-Gunner and med. tanks. Try to block the way of APC by med and destroy them by gunners! The WF is one of the most often atacked place by APC rush. Remember-There is always at least one engie/tech inside APC!

So when they get out-2 or so players should go inside buildings. While another one steals the APC.

Nobody us buggy anymore so-That all!

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Subject: NOD rushes problems(under)

Posted by [csskiller](#) on Sun, 22 May 2005 19:30:59 GMT

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I can barely read this giberish.

gufu find those interesting things about NOD rushes.

1)flame rush-ok your team getting own because the flamers at entrance.

Answer-Still one of the tank! Make your team damage the tank very badl. And when enginer or technichian(yes-those are poular drivers of those vehacles)try to give em a headshoot with Deadeye(he's shoots invisible) or havoc(He would kill him in 1-2 shoots) Then just use tank for your own good!)

So, this is assuming that they get out of their tank?

and it will help if this is translated into readable english

gufuAnswer-Still one of the tank

Still? or Steal

\*\*\*\*\*Continuing on\*\*\*\*\*

There is no difference in which character can see stealth better.

If it is a matter of shooting wildly to find one a mobius would be better.

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Subject: NOD rushes problems(under)  
Posted by [BumishBk](#) on Sun, 22 May 2005 21:35:34 GMT  
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This makes know sense at all... what is all of this supposed to mean? and a patch vs a stealth tank? rofl

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Subject: NOD rushes problems(under)  
Posted by [Goztow](#) on Mon, 23 May 2005 11:55:47 GMT  
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It makes sence but it's something ALL of u know and it are things that don't happen that often...

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Subject: NOD rushes problems(under)  
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 06:17:39 GMT  
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Remember, it's Nod, not NOD.

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Subject: NOD rushes problems(under)  
Posted by [csskiller](#) on Sun, 29 May 2005 06:19:09 GMT  
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Probably half of ACK's posts are these ones... :rolleyes:

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---

Subject: NOD rushes problems(under)  
Posted by [gufu](#) on Sun, 29 May 2005 16:51:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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You didn't still found that out?  
It not Nod,It's not brotherhood of nod,It's NOT NOD-It's terrorists!

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Subject: Re: NOD rushes problems(under)  
Posted by [Blkfort](#) on Fri, 21 Apr 2006 04:51:07 GMT  
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lol gufu how old are you? lols

Your "tactics" are useless... maybe.. of some use

Stanks are my favourite, esp. in under map.. hehhe..

Bypassing all GDI units are the best... stealth....  
then when all gdi vechs bypass ur stanks... RUSH! say goodbye to gdi.  
So simple.. what for a patch? do u think u have enuf \$ to keep changing char?  
Normally i rush with 4 stanks and even if ur patch shoots me, i would by pass u and just rush.

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Subject: Re: NOD rushes problems(under)  
Posted by [Tunaman](#) on Fri, 21 Apr 2006 06:07:18 GMT  
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I have a solution to all of your circumstances...- Buy meds.  
Edit:  
Wtf blkfort stop bumping old topics..

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Subject: Re: NOD rushes problems(under)  
Posted by [Phazon87](#) on Fri, 21 Apr 2006 12:21:32 GMT  
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Wow... nearly a year old and still running...

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Subject: Re: NOD rushes problems(under)  
Posted by [gufu](#) on Sat, 22 Apr 2006 00:28:35 GMT  
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good topic I made!

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Sat, 22 Apr 2006 00:37:41 GMT  
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GDI owns Under 95% of the time. Nod usually get stealth units and either don't engage the enemy or just get rolled by them. Either way, they lose control of the field and church is in session.

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Subject: Re: NOD rushes problems(under)  
Posted by [m1a1\\_abrams](#) on Sat, 22 Apr 2006 03:30:01 GMT  
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Something I've never understood about Under is why Nod doesn't get lots of Stealth Black Hands on the ridge and fire down on any vehicles leaving the GDI base. They're cheap so you can take the high ground with SBHs way before GDI has their Meds out in force. Combine that with your first Light Tanks coming out slightly earlier than GDI's Meds and they should never get out of their base. Nobody seems to think of the SBH as an ordinary fighting unit.

---

Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Sat, 22 Apr 2006 19:10:37 GMT  
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I would rather APC rush to the PP, or tech support an arty.

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Subject: Re: NOD rushes problems(under)  
Posted by [terminator 101](#) on Sat, 22 Apr 2006 20:13:20 GMT  
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m1a1\_abrams wrote on Fri, 21 April 2006 23:30 Nobody seems to think of the SBH as an ordinary fighting unit.  
Because their lasers are not very strong. I would compare them to tiberian Sidney because Sidney has weapon of similar strength, and she is not used much for fighting either.

---

Subject: Re: NOD rushes problems(under)  
Posted by [m1a1\\_abrams](#) on Sat, 22 Apr 2006 23:58:04 GMT  
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The difference between Sydney and the SBH is that the Laser Rifle hits instantly. The only time Sydney is effective against moving vehicles is at close range, where you are in danger of getting run over anyway. The SBH, on the other hand, can start damaging tanks as soon as it sees them and continue to damage them. When you're on the ridge with an SBH firing down on a tank, you hit them everytime and they can't touch you until they drive all the way up there. Also, you can go invisible before they get close, then reappear somewhere else and keep shooting them.

In combination with Light Tanks/Artillery, Stealth Black Hands can be very frustrating for GDI on Under. You know how the game is pretty much over when one side can get several PICs, or Raveshaws firing down from the ridge? Well you can do the same kind of thing with SBHs, but much earlier in the game (because they cost much less). Also, even though the LCG does more damage to tanks, the ability to become invisible makes the SBH better on Under... when you combine the stealth with the natural cover of the high ground, SBHs can get entrenched up there very early on.

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Sun, 23 Apr 2006 01:06:50 GMT  
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Promoting the use of SBH units at Under, you should be ashamed of yourself.

---

Subject: Re: NOD rushes problems(under)  
Posted by [Tunaman](#) on Sun, 23 Apr 2006 01:24:37 GMT  
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mision08 wrote on Sat, 22 April 2006 21:06Promoting the use of SBH units at Under, you should be ashamed of yourself.  
They are just another character, and the way he is using them would be where they were actually doing something. I don't see what's wrong with that, it just sucks when people get SBHs and do nothing, trying to steal tanks and failing, etc.

---

Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Sun, 23 Apr 2006 02:02:22 GMT  
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Promoting the use of SBH units at Under, you should be ashamed of yourself.

---

Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Mon, 24 Apr 2006 04:44:09 GMT  
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SBHs are pwnage on C&C\_Under if you can get a sniper rifle on your hands. There are plenty of Havocs and PIC Syndeys standing still on top of the middle hill for your headshooting pleasure, and there's a rock just outside the Nod base with an excellent view of the hill. I can't help but giggle like a schoolgirl when I kill 10 Havocs in 5 minutes, and the GDI n00bs just keep buying more for me to kill...

---

Subject: Re: NOD rushes problems(under)  
Posted by [PlastoJoe](#) on Mon, 24 Apr 2006 05:17:17 GMT  
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Timed C4s on camping Havocs are also surprisingly effective...

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Mon, 24 Apr 2006 09:05:01 GMT

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Dover wrote on Sun, 23 April 2006 23:44SBHs are pwnage on C&C\_Under  
wow

---

Subject: Re: NOD rushes problems(under)  
Posted by [Phazon87](#) on Mon, 24 Apr 2006 12:38:12 GMT  
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SpyGuy246 wrote on Mon, 24 April 2006 00:17Timed C4s on camping Havocs are also surprisingly effective...  
A lot of the time you don't even need to use your C4 on them.If you start headshotting them with the Laser Rifle while they're absorbed in the scope, often they don't react until they're basically dead.

Of course, picking up a shotgun is exceptionally fun as well. Sneak sneak, bang bang, kill kill...

---

Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Mon, 24 Apr 2006 18:44:38 GMT  
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SpyGuy246 wrote on Sun, 23 April 2006 22:17Timed C4s on camping Havocs are also surprisingly effective...

SBH C4ing should be a spectator sport. It's the only thing more intrinsically rewarding than SBH + Sniper, or SBH + Shotgn, or just plain old-fashioned running people over.

---

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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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Mon, 24 Apr 2006 19:34:39 GMT  
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Flamers usually don't make it far unless Nod has complete control of the middle. If I set up the battle field for Nod to go the distance and win on points, it would be as follows. One arty with a tech operating on the far outside ridge. This is to keep inf in the tunnel and works as a backstop if GDI makes a break for the middle. A light tank on top of the other ridge to keep GDI from using the rock as cover. An APC running around with a tech on board repairing. Three light tanks (most people prefer stanks) engaging any vehicle trying to escape the GDI base. If GDI is smart they would block the harvy keep all vehicles parked, point whore with the ramjet. So Nod could dominate the game and still lose.

---

Subject: Re: NOD rushes problems(under)  
Posted by [Tunaman](#) on Tue, 25 Apr 2006 00:00:04 GMT  
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What's keeping them from coordinating a med rush to take back the field though?  
Hopefully 6 or 7 meds > 3 lights, and they can try to take out the arty from there. =P

---

Subject: Re: NOD rushes problems(under)  
Posted by [Sniper\\_De7](#) on Tue, 25 Apr 2006 00:09:06 GMT  
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because only the stupid people rush out to the front of GDI's base if GDI plans tog et that many tanks. You're best when they're all spread out and they can all shoot at one tank... though, it should be more like two artys with no techs and the rest light tanks. Really don't need any more than two arts. Just have them be at the back and pound away, though, if you have spare infantry might want to use some repairs for the arts

---

Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Tue, 25 Apr 2006 21:16:26 GMT  
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C&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 havn'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.

---

Subject: Re: NOD rushes problems(under)  
Posted by [PlastoJoe](#) on Tue, 25 Apr 2006 22:25:40 GMT  
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---

DoverC&C\_Under sucks, and should never be played. Ever.  
I think you're biased.

---

---

Subject: Re: NOD rushes problems(under)  
Posted by [terminator 101](#) on Tue, 25 Apr 2006 23:18:50 GMT  
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If it sucks so much why do people still play the demo? It is the only map in demo, and I find it quite fun to play.  
GDI can pointwhore and Nod can't, so what? Nod can attack sooner and dominate the hill.

---

---

Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Wed, 26 Apr 2006 00:12:32 GMT  
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Dover wrote on Tue, 25 April 2006 16:16 Nod are incapable of maintaining a seal on GDI's entrance the way GDI can shut down Nod's.  
I disagree, but it's more difficult to accomplish.  
Quote:If you're Nod and you havn'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.  
gees

---

---

Subject: Re: NOD rushes problems(under)  
Posted by [Sniper\\_De7](#) on Wed, 26 Apr 2006 00:22:59 GMT  
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odd :\ I could buy a single art and still win pretty much by myself, just as long as random people buy vehicles and can take a few hits instead of them all focused on me. That said, Nod can easily beat GDI just that it more depends on how good GDI is versus how good Nod is, GDI has an advantage, but not so much that it's game over if they have the field. In fact, it's generally best for GDI to not rush up to where they can shoot the airstrip, since Nod can shoot from generally anywhere in theri base and hit them. So it's best for GDI to back up to where they can all shoot any Nod that come out. So generally, a smart art who knows what he's doing can generally destroy them one by one if he had a tech or even if he didn't

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Wed, 26 Apr 2006 15:29:31 GMT  
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SpyGuy246 wrote on Tue, 25 April 2006 15:25DoverC&C\_Under sucks, and should never be played. Ever.  
I think you're biased.

---



You're right, but then aren't we all just expressing our opinions, and therefore, aren't we all biased?

Dover wrote on Mon, 24 April 2006 11:48The 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.

My point. Nobody can contest this, because they know it's true. The old mass mammy/med rush can break Nod holds on GDI base, it can retake the field easily, and it can pointwhore off Nod to no end. NOD can't do this, since they don't get meds or mammys, or anything equivilent to their abilities.

A teched arty is nice, but a Havoc can kill one of those single-handedly.

Edit: Holyshit typo

---

Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Wed, 26 Apr 2006 15:38:02 GMT  
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ok

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Subject: Re: NOD rushes problems(under)  
Posted by [mrpirate](#) on Wed, 26 Apr 2006 15:56:31 GMT  
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Actually the rate at which a Havoc damages an Artillery is lower than the rate at which a Technician repairs it. And while we're playing the hypothetical card, if GDI has 6 Mammoths and 20 Hotwires (and apparently Havocs too), what's to stop Nod from getting 26 Raveshaws? GDI has an advantage on Under, but it's not impossible for Nod to win.

---

Subject: Re: NOD rushes problems(under)  
Posted by [PlastoJoe](#) on Wed, 26 Apr 2006 16:24:26 GMT  
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Pointwhoring is why I play marathon games whenever possible.

It certainly is possible to break almost any GDI seal with Raveshaws(I've helped do it before), so the game isn't totally lost as long as you have a Hand with affordable characters.

And if GDI gets 6 Mammoths and 20 Hotwires in most any map, they can take out at least a couple buildings pretty easily and end the game early for Nod. But doing that would be pretty stupid cause a well-coordinated rush through the back doors (even with base defenses) would cost GDI their Barracks and/or Power Plant. That is, a rush that could be pulled off only if everyone on Nod is supremely awesome.

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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.

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Subject: Re: NOD rushes problems(under)  
Posted by [mripirate](#) on Wed, 26 Apr 2006 18:21:01 GMT  
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It's kinda hard to snipe a Technician if they are standing, like, behind the Artillery or something. Unless you planned to walk half way around the map until you reached a suitable place from which to kill the Tech, without being noticed.

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Wed, 26 Apr 2006 18:30:52 GMT  
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Techs rarely hide unless they're fired upon. If you kill on the first shot...

And besides, assuming the arty is on the opposite ledge (Between the two bunkers) engaged in battle with something in the GDI entrance, the Tech is in plain view.

---

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Subject: Re: NOD rushes problems(under)  
Posted by [mripirate](#) on Wed, 26 Apr 2006 18:50:34 GMT  
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Assuming. I can think of a number of scenarios in which the Havoc is not able to kill the Tech easily. Either way, I wouldn't bank on a Havoc being able to destroy a Teched Artillery.

---

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Wed, 26 Apr 2006 20:40:29 GMT  
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I'm hard-pressed to think of one. Unless the arty shares the hill with the Havoc, which is improbable since it takes away the arty's biggest advantage, it's range.

If the arty any place besides the spot between the bunkers, the havoc can look down on it from the hill and kill the tech. He probably won't need to, since the arty will be in C4 range and 1 timed C4 kills an arty instantly.

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Wed, 26 Apr 2006 20:40:40 GMT  
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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.

---

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Wed, 26 Apr 2006 20:48:17 GMT  
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"Calm down"? Dude, I'm not excited at all, merely pointing out facts.

In your scenario, you're assuming that Nod already holds the field. GDI wins it back easily with a simple tank rush, meds or mammals.

---

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Wed, 26 Apr 2006 21:11:19 GMT

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ok

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Subject: Re: NOD rushes problems(under)  
Posted by [mrpirate](#) on Wed, 26 Apr 2006 22:01:42 GMT

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I don't see you posting facts. I see you posting your opinion, which evidently isn't worth much.

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---

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.

---

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Subject: Re: NOD rushes problems(under)  
Posted by [Feetseek](#) on Thu, 27 Apr 2006 00:12:14 GMT

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I've lost on Under while I was on GDI plenty of times. However, losing or winning on whatever team you're on also depends on your teammates. Don't just give up if you're Nod on Under.

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Thu, 27 Apr 2006 03:00:57 GMT

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Now, mrpirate, no need to get personal...

mision08, was that sarcasm? Please clarify.

feetseek, no, don't give up, but don't get your hopes all high just to have them dashed to peices.

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Subject: Re: NOD rushes problems(under)  
Posted by [MexPirate](#) on Fri, 28 Apr 2006 14:29:41 GMT  
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Do all you people just play in huge AOW servers full of n00bs or something - in a smaller game (which most cw's are) stanks ftw - the field is so big with so many hiding places that you can easily sneak past enemy forces and charge the AGT, even just 2 stanks will make mincemeat of it and be back to base in time to stop any advancing GDI forces.

With base defences down its incredibly hard to defend on Under when you have stealth units running in to your base

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Fri, 28 Apr 2006 16:22:57 GMT  
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Meds/Mammys > Stanks. You won't get out of the Nod base alive.

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Subject: Re: NOD rushes problems(under)  
Posted by [mrpirate](#) on Fri, 28 Apr 2006 16:42:10 GMT  
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Stealth Tanks = lose in a clan war.

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Subject: Re: NOD rushes problems(under)  
Posted by [candc5297](#) on Wed, 31 May 2006 11:51:33 GMT  
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the best way for nod to rush in under is to go to the wf  
(same for gdi=> strip)  
they don't expect it and most of the time it isn't even mined.  
get apc fill it and go  
i've done it several time and most of the times it works.  
they have no vehs so then you rush with flamers => no agt and then finish it off with sbh+nuke or  
stank rushes

like i've said i've done it several times and it works

---

---

Subject: Re: NOD rushes problems(under)  
Posted by [Sniper\\_De7](#) on Wed, 31 May 2006 12:00:59 GMT  
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Problem being that if a team is intelligent they'll have something to stop you by the time you're even able to buy an apc. Obviously the cases where it worked for you the team was not intelligent.

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Subject: Re: NOD rushes problems(under)  
Posted by [candc5297](#) on Wed, 31 May 2006 12:02:04 GMT  
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in most servers you can donate you know...  
you just have to be fast  
they all run to agt (or ob) if they see you comming bye the time they reach wf it death (that if you don't have to much noobs with you)

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Subject: Re: NOD rushes problems(under)  
Posted by [Sniper\\_De7](#) on Wed, 31 May 2006 12:13:51 GMT  
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Either way it's not hard, have one reliable intelligent person defend AGT/WF/REF/PP. It's still to say that donating works for GDI too, so an intelligent team would donate to defend in the beginning, no? Like I said, even that isn't needed, since one person defending a building is enough.

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Subject: Re: NOD rushes problems(under)  
Posted by [candc5297](#) on Wed, 31 May 2006 13:16:56 GMT  
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i don't think there are much players who want to stay in a building at the beginning  
if you stay in base for defending in the beginning it is very likely the other team will take the field and start hitting a building and rush asap.  
i've never seen a team then starts camping from the beginning  
they all try to kill the harvy or something like that.

another good strategy (works at most maps) is to use a apc and a sbh and a nuke.  
you need another guy to drive with you.  
you drive in base,let your apc die and the other one in it.  
you walk freely in the base cause they think they killed the driver and there was no passenger.  
you wait until everyone is gone and nuke on a good spot.  
this strat works=> i've used it several times to and it allways works.(the best map for this is hourglass, it has never failed there and i allways nuke pp, but it works on under to)

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Wed, 31 May 2006 16:30:27 GMT

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Donate for APC to powerplant.

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Subject: Re: NOD rushes problems(under)  
Posted by [candc5297](#) on Wed, 31 May 2006 17:20:12 GMT

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apc to pp may work but somethimes it is mined  
another thing (a bit noobisch but yeah) is to harvy walk

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Subject: Re: NOD rushes problems(under)  
Posted by [mision08](#) on Wed, 31 May 2006 17:36:15 GMT

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Good luck.

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Subject: Re: NOD rushes problems(under)  
Posted by [candc5297](#) on Wed, 31 May 2006 17:44:27 GMT

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what you can try(only on public server) is to harvy walk with..... a stank.  
i've done it on a public server with a bunch of noobs and i was behind wf=>reff=>pp  
bye the time they reached pp i've c4'd (wa a tech) it and it was gone then they were all saying wth  
how? and then i started hitting reff and wf.  
you have o be realy careful to stay at the right position behind the harvy but it's possible  
(i know it's a noob thing to play on publics but it's a good training)

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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Wed, 31 May 2006 18:49:50 GMT

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Since when is it considered n00bish to play on public servers, and why?

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