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Subject: Winning as NOD

Posted by [Anonymous](#) on Tue, 19 Feb 2002 21:55:00 GMT

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The key to winning as NOD is by using its stealth and speed. Unlikely GDI, NOD has a harder time blocking the entrance of a GDI base, therefore NOD should PREVENT GDI from taking the field. With some skills, light tanks can dodge GDI tanks' shells and stealth tanks can drive mammoth tanks and fire on them. Cloaked black hands can shoot a still infantry in the head from behind and kill them before they even realize what's even going on. Keep your snipers handy too, since a good trick GDI can use is using Sydney or Dr.(what's his name again?) and make short work of your tanks. A decoy can also be used by GDI to reveal stealth tanks.To summon it up, use your strength.[ February 19, 2002: Message edited by: HitmanUltra ]

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 04:14:00 GMT

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It's called Nod, not NOD.

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 05:43:00 GMT

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And you bothered posting that because...?"To sum it up, use your strength."Aw thx, we had no idea. We thought you could just use your super unbeatable gun and wipe the whole map clean with it you idiot.

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 05:47:00 GMT

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Everyone waits until he got 800 credits, each buy a Flametank and rush to the AGT. Don't do anything else, just rush there asap. GDI won't have more than some MRLS in front of your base - if needed just flame them, they're easy targets for FTs.Blow the AGT - any Flametanks that survive then start to burn the other buildings, one after another, start with either WF or Barracks.After all FTs are destroyed, buy Stealthtanks and or Stealth Black Hands (equipped with beacon) and finish off the base.

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:09:00 GMT

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This is beginning to sound like a Ra2 forum.

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 08:13:00 GMT

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quote:Originally posted by HitmanUltra:This is beginning to sound like a Ra2 forum.What, just because I simply corrected a rather annoying error most people tend to make?

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 19:26:00 GMT

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I meant Crazy Ivan.

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 19:28:00 GMT

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quote:Originally posted by aircraftkiller2001:What, just because I simply corrected a rather annoying error most people tend to make?ack its that nit picking that gets you into so many flame wars that you relish so much...

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Subject: Winning as NOD

Posted by [Anonymous](#) on Wed, 20 Feb 2002 20:03:00 GMT

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quote:Originally posted by SHADY-CNCU:ack its that nit picking that gets you into so many flame wars that you relish so much...And if you'd STFU and stop picking at every thread I'm in, then you'd be better off. \*\*\*\*ing spammer.

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Subject: Winning as NOD

Posted by [Anonymous](#) on Fri, 22 Feb 2002 09:05:00 GMT

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Nod isn't a acronym. According to the C&C manual it is some sort of ancient cult, that cornered the world's Tiberium market. They're like the Illuminati, except they are terrorists. Super-wealthy, high-tech terrorists that bought armor from US defense contractors (at least in the original C&C game)

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Subject: Winning as NOD

Posted by [Anonymous](#) on Fri, 22 Feb 2002 09:09:00 GMT

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Nod is taken from the bible - and so is Kane. Didn't you know that? So Cain [Kane] went out from the Lord's presence and lived in the land of Nod, east of Eden

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Subject: Winning as NOD

Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:03:00 GMT

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His name is Dr. Mobius... and you call your self a C&C fan... tisk, tisk, tisk...

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Subject: Winning as NOD

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:22:00 GMT

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quote:Originally posted by aircraftkiller2001:It's called Nod, not NOD.It's called "Brotherhood of Nod", not Nod.

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