
Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Mon, 15 Apr 2002 10:54:00 GMT

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NOD have a big disabvantage when it comes to sneak attacks GDI can almost walk through my entire base so help i mined but they dont always die , and they sneak when i am busy shelling off tanks i mean if you have 3 MAMYS comin protecting the back aint a priority

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Mon, 15 Apr 2002 11:35:00 GMT

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Nod and GDI are equal in terms of skill, you just have to take advantage of the enemys weak spots.

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:26:00 GMT

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Remember, it's Nod, not NOD.

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:32:00 GMT

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I know that what you say is, in fact, true, and there are some ways to cope (at least in games with lots of people). One thing I've found out, have most people on front line keeping GDI back with Flame Tanks and Mobile Artillery, but have (preferrably) one person hide in each building using Mendoza. When the GDI hotwires and engineers come, light shows for all!

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:30:00 GMT

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ive got one word for you, mines

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:57:00 GMT

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an other way :

http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic&f=2&t=000745

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:57:00 GMT

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I got some words for you.... 1:flmae rush first 2:Mins later 3:defend the base will you still can.....

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:34:00 GMT

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

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:44:00 GMT

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I tend to be stuck guarding the tunnels on Under, but with proper use of mines and a Ravenshaw, I can get a few kills doing so. I use Ravenshaw as I can kill those who enter the tunnels in one shot while sneaking up to take pot-shots at any GDI tanks in the field.

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 23 Apr 2002 11:26:00 GMT

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Under always seems to go the same. Global Defence Initiative bottle up the Brotherhood of Nod base, the Brotherhood of Nod may smash the Global Defence Initiative attack (the mammys are cut to peices in short time I notice as they try to escape.) But Nod can never do the sae for long...[April 23, 2002: Message edited by: The Argon Array] quote:Remember, it's "Brotherhood of Nod", not Nod. [April 23, 2002: Message edited by: The Argon Array]

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 23 Apr 2002 19:39:00 GMT

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quote:Originally posted by madagod:Nod and GDI are equal in terms of skill, you just have to take

advantage of the enemys weak spots.EXACTLY

Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Tue, 23 Apr 2002 19:46:00 GMT

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No you NOD cocksucker! It's Nod! WW has 100\% shown that it is Nod! If you want to say Brotherhood of Nod fine, or BROTHERHOOD OF NOD, fine...but it's (Nod) shorthanded you lil cockbanger!
