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Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 12:09:00 GMT

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quote:Originally posted by supertech:GDI can beacon the Power Plant by hiding behind the rock in the back of NOD's base. A hotwire can get to the Hand of NOD and Obselik pretty easily using the same rock as cover. GDI just has to march a few meds and mamys around the bend to knock on the air strip, then rush the obselik.NOD doesn't seem to have any good advantage on this map. A flame rush can be seen a long way off. Some worked, some failed. If GDI has a scout and a few meds, the flames will be toast.The only tactic I think would work would be a stealth rush on the far hill, maybe 4 to 5 units. GDI advances to get airstrip and you rush in behind them. Once AGT is gone, you can beacon the power plant and probably take out the WF with the STs. However, I have never seen a stealth rush on this map. No one wants to do it.Any tips for NOD on this map?SuperTechRemember, it's Nod, not NOD.

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