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Subject: tatic for Nod that rules

Posted by [Anonymous](#) on Mon, 16 Dec 2002 11:23:00 GMT

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quote:Originally posted by hareman:Ummmmm .... 5 FT against a decent defense = dead Nod guys. Distraction is indeed the way to go. Distraction is 100 times better. It's funny to have one flame tank on one side of Hourglass getting GDI's attention. When like most of GDI rushes after that tank (make it back pedel behind the wall), have the rest of the Flame Tanks come from the other side and possible over the top. GDI won't know what hit them XD XDOh, I got the crosshairs from Renegade Ammo and I believe the radar (actually, hud is more specific) there as well. [ December 16, 2002, 11:25: Message edited by: generalfox ]

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