
Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 01:25:00 GMT

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I think the true reason is because of the light armor of the Nod units. There are ways to stop a Nod Flame Tank rush besides saving for tanks...All you have to do is picture the rush in your mind and put up defenses to stop them...For example.. mines, C4, okay a couple tanks.... and a Gunner.. when the tanks are flaming away at your base they are sitting ducks. Make sure the building that is being attacked has a HotWire inside to repair fast!!!
