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Subject: C&C\_Under Nod Siege

Posted by [Anonymous](#) on Sun, 14 Apr 2002 17:48:00 GMT

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Make a search on this forum with the keywords "Stealth Tank" and u will found a lot of sentences like "S-tank is a crap", "Stealth tank are the worst units", "don't buy these useless tanks" and so on... Yesterday, i played as Nod on under and we started with a little flame tank rush (3 tanks). GDI cleverly waited us. We were destroyed, and the AGT suffered not enough damage. Then many of us, bought Stealth-Tanks and few of us light-tanks. No mummies at this time so we taked easily the control of the field and the siege of the GDI base began. We didn't really attack their base, but we destroyed anything which go out : people, tanks, apcs and harvys. We fired on the tunnels hole too : ALL THE EXITS OF THE GDI BASE WERE ALWAYS UNDER FIRE !!!GDI tried many things :- APC rush => destroyed- Infantry assault => destroyed- Med-tanks + troops => destroyed- troops via tunnels => destroyed- Mummies + hotwires + MLRs => destroyed with a counter strikeWhy ? Just because when there are 5 S-Tank firing, supported by light tanks, it's very hard to survive in such little exits...Only one time, they managed to get out with 2 mummies supported by hotwires and MLRs. But we all got a lot of money, and we just re-bought Stealth-tanks and did it again. As their harvy never returned from tiberium field => they had little money : they can't re-bought mummies so easily. The siege started again...Gunner, Mobius and Sydney PIC were useless. As all GDI units they took missiles in face or were squashed by an invisible tank... (may be if they were less cowards, they would be more efficients, but not sure...)We didn't destroyed the base. But we won and our base was never damaged. Almost all the game, GDI was in jail in his own base

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