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Subject: Re: Nod Tactic

Posted by [Goztow](#) on Thu, 24 Nov 2005 08:18:41 GMT

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Would be nice if you didn't rely on a lame ass mod like the drop weapons one. Other than that: nice sometimes although you'll prolly just be a man short for your team to defend.

Take it that 2 persons take sbh to do this.

10 v 10

GDI: 7 meds, 3 hotties. NOD: maximum like 6 lights/arts, 2 techies. NOD gets PWNed. If you were a bit more useful to your team in stead of just waiting for an opportunity to plant c4/steal, your team could get out of it.

This is an ideal situation ofcourse but you get my point.

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