
Subject: Re: NOD rushes problems(under)
Posted by [candc5297](#) on Wed, 31 May 2006 13:16:56 GMT
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i don't think there are much players who want to stay in a building at the beginning
if you stay in base for defending in the beginning it is very likely the other team will take the field
and start hitting a building and rush asap.
i've never seen a team then starts camping from the beginning
they all try to kill the harvy or something like that.

another good strategy (works at most maps) is to use a apc and a sbh and a nuke.
you need another guy to drive with you.
you drive in base, let your apc die and the other one in it.
you walk freely in the base cause they think they killed the driver and there was no passenger.
you wait until everyone is gone and nuke on a good spot.
this strat works=> i've used it several times to and it allways works.(the best map for this is
hourglass, it has never failed there and i allways nuke pp, but it works on under to)
