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Subject: Re: NOD rushes problems(under)

Posted by [mision08](#) on Mon, 24 Apr 2006 19:34:39 GMT

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Flamers usually don't make it far unless Nod has complete control of the middle. If I set up the battle field for Nod to go the distance and win on points, it would be as follows. One arty with a tech operating on the far outside ridge. This is to keep inf in the tunnel and works as a backstop if GDI makes a break for the middle. A light tank on top of the other ridge to keep GDI from using the rock as cover. An APC running around with a tech on board repairing. Three light tanks (most people prefer stanks) engaging any vehicle trying to escape the GDI base. If GDI is smart they would block the harvy keep all vehicles parked, point where with the ramjet. So Nod could dominate the game and still lose.

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