
Subject: Re: NOD rushes problems(under)
Posted by [Dover](#) on Wed, 26 Apr 2006 15:29:31 GMT
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SpyGuy246 wrote on Tue, 25 April 2006 15:25DoverC&C_Under sucks, and should never be played. Ever.
I think you're biased.

You're right, but then aren't we all just expressing our opinions, and therefore, aren't we all biased?

Dover wrote on Mon, 24 April 2006 11:48The minute GDI decides "Lets get 6 mammys and have 20 Hotwires behind them", Nod lost. GDI can then pointwhore into oblivion. Nod never gets past it's own front door.

My point. Nobody can contest this, because they know it's true. The old mass mammy/med rush can break Nod holds on GDI base, it can retake the field easily, and it can pointwhore off Nod to no end. NOD can't do this, since they don't get meds or mammys, or anything equivilent to their abilities.

A teched arty is nice, but a Havoc can kill one of those single-handedly.

Edit: Holyshit typo
