
Subject: Re: NOD rushes problems(under)
Posted by [MexPirate](#) on Fri, 28 Apr 2006 14:29:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do all you people just play in huge AOW servers full of n00bs or something - in a smaller game (which most cw's are) stanks ftw - the field is so big with so many hiding places that you can easily sneak past enemy forces and charge the AGT, even just 2 stanks will make mincemeat of it and be back to base in time to stop any advancing GDI forces.

With base defences down its incredibly hard to defend on Under when you have stealth units running in to your base
