
Subject: Nod overpowered

Posted by [DaveGMM](#) on Sun, 25 May 2003 22:03:51 GMT

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Simple.

1) Is the nuke outside the building? Yes..... goto 2.
If not, goto 3.

2) Kill the SBH. Do a QUICK sweep to see if there is another SBH around. Disarm Nuke.

3) If the nuke is inside, Ditch the vehicle, get in there. Is there a SBH? Yes, goto 2.
If not, Disarm Nuke, goto 4.

4) Has Nod taken your tank/vehicle? Yes.... goto 5.
No - Take it and go back to business.

5) Remember, you saved a building. Give yourself a pat on the back, the tank can be killed and another bought, a building cannot.
