
Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 15:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all, The more I play Under the more I realise that NOD is not at a disadvantage. Sure its alot easier to get inside of the NOD base but I found that NOD has a real advantage with pushing back GDI and laying seige on the GDI base. You can keep The GDI force pinned down for most of the game. Keep destroying the harvester and you will win on points. Just dont forget to check the tunnels to make sure they are mined. Remeber evvertime you rush the GDI base you are handing over free points and credit to the GDI forces. Sit back and starve them out. Dont Shoot

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 15:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

It isn't NOD. It's called Nod.

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 16:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

winning by mear points doesnt feel like a winsitting and shooting istn tat fun you are right about how some think they have disadvantage but they have the advantage of overwhelming the AGT. its really easy to do not to mention nod have better vehicles

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 17:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

One word - flankrush! Wohoo! I lvoe those flanks!

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 22:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know this might have been discussed, but I can't find it, the search is quirky. So forgive me if I'm being redundant. How do you deactivate the nuke and lon cannon becons. Thanks in advance, Killwithsound

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 22:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

shoot em with the repair gun...

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 22:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks a bunch. Also does this work on c4 as well?

Subject: Under & NOD

Posted by [Anonymous](#) on Thu, 21 Feb 2002 23:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah

Subject: Under & NOD

Posted by [Anonymous](#) on Fri, 22 Feb 2002 03:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

anyone ever defused c4 on a mct?!i cant seem to target it, cause i always get the mct or the building targeted!any hint where & what range you should stand?

Subject: Under & NOD

Posted by [Anonymous](#) on Fri, 22 Feb 2002 04:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah its easy just aim it so u get the red box infront of u and not a green box

Subject: Under & NOD

Posted by [Anonymous](#) on Sun, 07 Apr 2002 01:37:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The most effective way to take out beacons is to have a Patch or Officer or NOD equivalent to dispatch the guardian - but unless you're proficient with the pistol, you're pretty much screwed, as only the upper crust of players would escort an engineer while looking for a beacon.

Subject: Under & NOD

Posted by [Anonymous](#) on Sun, 07 Apr 2002 08:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

wow, this was posted all the way back in february!

Subject: Under & NOD

Posted by [Anonymous](#) on Sun, 07 Apr 2002 09:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i find if i'm alone and there's a beacon, you just have to go ahead and start defusing it. when the stealth dude opens up, switch to your remote c4 and take him out with it, then go back to the beacon and finish disarming. i was able to defuse 2 beacons in one game that way...

Subject: Under & NOD

Posted by [Anonymous](#) on Sun, 07 Apr 2002 12:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Under & NOD

Posted by [Anonymous](#) on Sun, 07 Apr 2002 12:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes, u shoot beacons with repair guns but theres bound to be someone guarding it, so how'd u do it effectively? plus, you might not know where it is and remember, the clock is ticking....so how?

Subject: Under & NOD

Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah well, 1 stealth can be taken out with the pistol. 2 if you're lucky. 3 if you're a pistol bad-ass. But against 8, start crying out for mommy. Stealth soldier rush with eight folks mixes a lot of fun with lots of action (and a great view).

Subject: Under & NOD

Posted by [Anonymous](#) on Mon, 08 Apr 2002 01:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kiwi....you're a goober. Bringing back a dead post and then posting again about how old it is? Can only assume you're just lookin to up your number of posts.

Subject: Under & NOD

Posted by [Anonymous](#) on Mon, 08 Apr 2002 06:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

How very strange. I had stopped playing this game a few weeks ago and had completely forgotten about it. Now this old post comes up and starts to flood my E-mail. lolNo big deal, Renegade was good and all, I just moved on, but the fates seem to have other things in mind.Killwithsound.

Subject: Under & NOD

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by aircraftkiller2001:It isn't NOD. It's called Nod.It isn't Nod. It's called "Brotherhood of Nod".
