
Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 21:04:00 GMT

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GDI can beacon the Power Plant by hiding behind the rock in the back of NOD's base. A hotwire can get to the Hand of NOD and Obselik pretty easily using the same rock as cover. GDI just has to march a few meds and mamys around the bend to knock on the air strip, then rush the obselik. NOD doesn't seem to have any good advantage on this map. A flame rush can be seen a long way off. Some worked, some failed. If GDI has a scout and a few meds, the flames will be toast. The only tactic I think would work would be a stealth rush on the far hill, maybe 4 to 5 units. GDI advances to get airstrip and you rush in behind them. Once AGT is gone, you can beacon the power plant and probably take out the WF with the STs. However, I have never seen a stealth rush on this map. No one wants to do it. Any tips for NOD on this map? SuperTech

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 21:54:00 GMT

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Continuously waste GDI harvester and hope to hell that each NOD teammate can buy a flame tank before GDI gets armor in the field. If that all works out, NOD will be having a campfire at the AGT before sundown [November 23, 2002, 21:54: Message edited by: super_elite2099]

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 03:13:00 GMT

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It is just about controlling the entrance to GDI's base. If you can get there first and secure it, thus not letting anything out you can usually win from points. That is the only way I think I have seen Nod win.

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Posted by [Anonymous](#) on Sun, 24 Nov 2002 05:11:00 GMT

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boah that is so old! where are the new tactics? look at german-fansites, there new tactics! serz the hero

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 12:09:00 GMT

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quote:Originally posted by supertech: GDI can beacon the Power Plant by hiding behind the rock

in the back of NOD's base. A hotwire can get to the Hand of NOD and Obselik pretty easily using the same rock as cover. GDI just has to march a few meds and mamys around the bend to knock on the air strip, then rush the obselik. NOD doesn't seem to have any good advantage on this map. A flame rush can be seen a long way off. Some worked, some failed. If GDI has a scout and a few meds, the flames will be toast. The only tactic I think would work would be a stealth rush on the far hill, maybe 4 to 5 units. GDI advances to get airstrip and you rush in behind them. Once AGT is gone, you can beacon the power plant and probably take out the WF with the STs. However, I have never seen a stealth rush on this map. No one wants to do it. Any tips for NOD on this map? SuperTechRemember, it's Nod, not NOD.

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 13:05:00 GMT

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Is it possible to sneak in behind the Harvey using a SBH? I tried that, but got killed because they saw the AGT firing at the Harvey. I'm thinking that you might get to the back of infantry barracks that way. SuperTech [November 24, 2002, 13:07: Message edited by: supertech]

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 18:18:00 GMT

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Help! am at the bottom of the hill where you turn west and i am getting killed before i can save hotwire, not enough time to kill all apc and tanks need help or tips thanks [November 24, 2002, 19:38: Message edited by: DIAMOND T]

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 18:32:00 GMT

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Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Mon, 25 Nov 2002 16:42:00 GMT

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what difficulty are you playing on?

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Fri, 29 Nov 2002 01:37:00 GMT

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You can get to the AGT...getting to the barracks would require a lot more effort, and would definitely be fired upon when you run from the cover of the harvey to behind the barracks.

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Fri, 29 Nov 2002 18:37:00 GMT

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quote:Originally posted by supertech:GDI can beacon the Power Plant by hiding behind the rock in the back of NOD's base. A hotwire can get to the Hand of NOD and Obselik pretty easily using the same rock as cover. GDI just has to march a few meds and mamys around the bend to knock on the air strip, then rush the obselik.NOD doesn't seem to have any good advantage on this map. A flame rush can be seen a long way off. Some worked, some failed. If GDI has a scout and a few meds, the flames will be toast.The only tactic I think would work would be a stealth rush on the far hill, maybe 4 to 5 units. GDI advances to get airstrip and you rush in behind them. Once AGT is gone, you can beacon the power plant and probably take out the WF with the STs. However, I have never seen a stealth rush on this map. No one wants to do it.Any tips for NOD on this map?SuperTechAn Artillary can kill the WarFactory and even AGT without being shot at, hell I hit the AGT with stealth tank missiles and not get hit.Nod has the best Anti tanks position in their own base when it comes to defending, I've gotten MVP so many times just standing between the Red dot of the airstrip and the Refinery and shooting away at any Med Tanks/Mammies and/or MRLS's that attempt to attack the Airstrip.If Beacon is placed by the PP I can kill anyone in my special spot (mentioned above) with an artillary by just moving forward a bit (I always drive Artillaries backwards)

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Fri, 29 Nov 2002 20:45:00 GMT

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Use the PIC here, it works miricales. Or, use the laser rifle and keep moving. Aim for the APC(s)(can't remember if there is more than one) first. they pose the biggest threat. [November 29, 2002, 20:46: Message edited by: Vendacious]

Subject: NOD tactic on Under?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 08:39:00 GMT

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iknow i made a stupid mistake that broght me down to like 3 health, and then i acidently saved so i had to do the rest of it on THE HARDEST dificulty on 3 health! i died so many times it wasent even funny, but i managed to do it after a VERY long time
