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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [Lone0001](#) on Mon, 14 Jul 2008 21:41:21 GMT

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JoeBro wrote on Mon, 14 July 2008 17:23MapName\_C&C=Hourglass.mix (Nod):

Nod. A threat to all those who oppose, the Nod overpowers GDI in many ways: 1. Machinery are built for stealth and speed. Use this to your advantage. By a few buggies, gather up a few friendlies, and storm the enemy defenses (remember, the AGT can only attack so many vehicles at once. A few are bound to make it to a building [to blow it up from the inside]). Get a lot of allies to buy Light Tanks (for defending artillery), Mobile artillery (to attack enemy structures), and Flame Tanks (for killing those pesky infantry). Bring all firepower to the top of the hill at the same time. Use the vehicles for the purposes mentioned above and you got a massive GDI-killing machine! Anyway, as for stealth, buy Black Hands (especially the invisible one), and sneak through the tunnels, kill the enemy infantry, and you got in all-access pass to the map! Whoohoo!!! This can be very effective because you can kill retreating GDI units or special attack forces waiting to ambush your allies. As for other infantry strategies, refer to my discussion topic called "Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (GDI)." Thanks for reading

What if GDI were to buy some mammoth tanks? And what if there is a "No Hill Camping With Vehicles" rule?

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