
Subject: Re: a way for gdi to destroy nods base on field
Posted by [Sniper_De7](#) on Thu, 09 Nov 2006 18:13:25 GMT
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The point is that what you are saying ONLY works if th eother team are complete morons. Y'see, if that were true, you could rush with 6 humvoos, 7 meds or 7 mammoths or 7 of any vehicle and expect to get a building, because coordinated rushes > people who do not know what they are doing.
