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Subject: C&C City as GDI , Tactic =)

Posted by [Anonymous](#) on Wed, 06 Nov 2002 19:09:00 GMT

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Actually, Nod has the overall advantage in City. Depending on the funds at the beginning, a total raid on the PP is completely possible with 1 buggy.Chem/Tech/Engy + Sg = Dead PP.

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