Subject: C&C City as GDI , Tactic =)
Posted by Anonymous on Wed, 06 Nov 2002 14:05:00 GMT
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Theres an easier and cheaper way hummer or apc + hotwires or sum1 with nuke city hope for no mines city_flying up ramp + jump through window.   Oh and if i saw hotwires jumping all over the ramps on the buildings i doubt i would just ignore them   [November 06, 2002, 14:06: Message edited by: vegita246]