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Subject: Nod defense on Field...Use the mob art!

Posted by [Anonymous](#) on Fri, 02 Aug 2002 22:17:00 GMT

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The ART defense is a pretty good tactic, but GDI has the Beacon in the tunnel attack which damages the Refinery. U have to tie up a couple ppl defending the tunnel at that weak point. if GDI gets several beacons lit off then the Refinery is toast. although 1 stealth guy can get a nuke near the GDI Barracks pretty easy also.Kane Lives!!!!!!

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