
Subject: List of tactics which result in building destruction or abno

Posted by [Anonymous](#) on Tue, 28 May 2002 18:21:00 GMT

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I agree, the artillary can destroy WF, AGT and Refinary in under... (seconds what eae said)Don't forget distracting the defensive structors.not sure if mentioned, but VM posted this a while ago.City_Flying GDI can run next to wall (easier if the turret is gone), run under civilian building ramps, to hand of nod, then enter from:back doorwindowfront door[May 28, 2002: Message edited by: generalfox]
