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Subject: CAR BOMB

Posted by [Anonymous](#) on Thu, 23 May 2002 21:37:00 GMT

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When hitting GDI vehicles with nod, the goal is unpredictability and large open spaces with plenty of cover (rocks). Thus you can hit a GDI tank, go for the rock, then pop out either from where you came from or the other side. Against tanks that go from side to side; I have my own theories which work most of the time; just going to not post them because I am too lazy to type.

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