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Subject: Help NOD@ UNDER

Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:32:00 GMT

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I know that what you say is, in fact, true, and there are some ways to cope (at least in games with lots of people). One thing I've found out, have most people on front line keeping GDI back with Flame Tanks and Mobile Artillery, but have (preferably) one person hide in each building using Mendoza. When the GDI hotwires and engineers come, light shows for all!

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