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Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 11:18:00 GMT

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quote:Originally posted by Blazer:Its simple...the flame tanks have a crapload of health and armor, and can torch a building in no time. If GDI had such a powerful offensive weapon (say if the mammoth tank was as fast as the light tank), then you can bet they would be rushing like mad too or mabye they should make those huge cannon actually hurt more than the meduim tank.

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