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Subject: siege warfare

Posted by [Anonymous](#) on Fri, 29 Mar 2002 10:27:00 GMT

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A good strategy for gdi on hourglass too. It'll help prevent or slow down flame rushes. Bottle nod back in their base and don't let em near firing range on gdi buildings. Nod usually wins this map on points (if not by destroying the base) because gdi defends within its base rather than outside it.

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