
Subject: Re: hill camping on hourglass

Posted by [Sniper_De7](#) on Wed, 24 May 2006 13:49:25 GMT

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and the equivalent would be 6 meds against 4 arties with 2 techs? 6 meds/vehicles would be easy enough to stop it, of course that requires teamwork (just like how Nod's does) so somehow it means more. By the way, you can shoot 3 buildings against Nod and 3 buildings effectively against GDI.
