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Subject: Re: Military Tactics

Posted by [KIRBY-098](#) on Tue, 02 Oct 2007 21:19:59 GMT

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Kids need not apply.

I'm talking full out assaults with support units moving forward, not camping the entrance to Nod on under. I'm especially interested in large clan warfare games where this is the only viable alternative for success and how does Nod pull this off with underpowered units if static warfare is used on a battlefield

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