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Subject: Re: C&C Renegade Multiplayer Discussion Topic

Posted by [Starbuzz](#) on Fri, 25 Jul 2008 03:39:05 GMT

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Teched MLRS can't stand a chance against teched ARTS...too much splash damage to the repairing Hotwires. On Mesa, GDI should tech MLRS through the side quickly and attack REF and AS while the team defends WF...

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