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Subject: Re: tanks reloading when their is no one in them

Posted by [RTsa](#) on Tue, 19 May 2009 20:27:32 GMT

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2 meds can indeed most of the time destroy ONE art and the tech inside (perhaps most of the time without losing one of the meds, depends on the map). But that leaves the other Nod player wrecking havoc with his art.

As an example, on Mesa, an art at the side and in the cave is very troublesome for GDI as it takes two players to push either one back.

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