Subject: Re: request - Nod Rocket Soldier bug
Posted by ErroR on Tue, 17 Nov 2009 12:23:33 GMT

Hitman wrote on Tue, 17 November 2009 13:52Spoony wrote on Tue, 17 November 2009 05:23think of field... with the new clanwars settings nod occasionally does use a rocket soldier (kill the other day?)

if nod gets a rocket guy in tunnel... gdi should get a gunner in tunnel to counter it(shouldn't be a problem at all) and just keep 2 meds in field to keep nod off the harv/buildings
gdi has a rocket offices as well