
Subject: GDI tactic for City_Flying

Posted by [MyTrust](#) on Mon, 22 Dec 2003 18:43:49 GMT

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j4S[p]t1000n1Kgboutlaw10=power plant

10= HON

5=obelisk

5=refinery

Wh at does that add up to? do the math before u get smart.

SO....your airstrip isn't mined???BOOOOOMMM!!!

How do you expect to get into airstrip on C&C_City. Obelisk is guarding the door. :rolleyes:

easy orca on strip side (maybe 2 if many players)
