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Subject: mesa strat

Posted by [Anonymous](#) on Tue, 13 Aug 2002 05:57:00 GMT

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In mesa gdi has the advantage for harvester rush as the AGT will do damage to nodes harvester and harm any attackers. When you are gdi if the starting credits are above \$225 get a rocket soldier and lay a few rockets of fire on the pp. Gets you a lot of credits and will keep NOD occupied for a while, in which time Mrls's and medium tanks can come in.

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