
Subject: And as the time pathith by thy mammy suckle ever more.

Posted by [Anonymous](#) on Fri, 03 May 2002 12:23:00 GMT

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GDI 2 MRLS -Ideal for support, and long range strikes against prepared defences.3 Medium Tanks -Mobile firepower to take out enemy armor in the field.1 Mammoth -Support for MRLS and Anti-Armor support for the 3 Medium Tanks ahead.2 APCs -Anti-Infantry in the field, base rushing, carries 5 troops each allowing rapid transport of 10 soldiers/Techs/Hotwires. *Can be substituted for Hummers for scouting. *Aircraft are not yet available on most maps and are not included.Nod3 Artillery -Great for support, long range strikes.2 Light Tanks -Anti-Armor in the field w/ Artillery in support.1 Flame Tank -Great Anti-Buiding, and Anti-Armor at close range.1 Stealth Tank -Support for Light Tanks, Scouting, Limited base penetration.1 APC -Anti-Infantry in the field, mobile transport for base rushing.* Really depends on the situation, the above is based on defeating GDI's superior vehicles in the field. Flame Rushes are preferable in some situations.
