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Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:30:00 GMT

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Its simple...the flame tanks have a crapload of health and armor, and can torch a building in no time. If GDI had such a powerful offensive weapon (say if the mammoth tank was as fast as the light tank), then you can bet they would be rushing like mad too

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