
Subject: C&C_Under Nod Siege

Posted by [Anonymous](#) on Mon, 15 Apr 2002 06:00:00 GMT

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quote:Originally posted by Lizard:stealth tanks can easily be taken out with gunner or higherthat may be a good point, BUT if a stealth tank driver CHOOSES to counter/strike back, "gunner or high" may not be able to live. EVEN if it gets destroyed, usually the driver has enough points to get another one, AND the driver CAN finish off the survivors.
