
Subject: Tiberium Auto Rifle vs. Stealth Tanks
Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:10:00 GMT
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I don't like grenaders because of the firing arch. But patch will kick ass in enclosed areas. Enter a tunnel, and you can clear all Nod forces out in no time. Other than that, he is almost worthless. And I still have not found a good use for 150 credit Sydney.
