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Subject: nod vehicles, useless?

Posted by [Anonymous](#) on Tue, 26 Feb 2002 18:20:00 GMT

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they're good for the following: Artillery = great for defense, and maybe attackbuggy = good transport for engineers if they need to get to a beacon quickly. Also good against infantry rushes. APC = good for what it does, transport infantry, also good if there's a point you need to get infantry across tiberium (a map where the only way across (no alternate passways) tiberium)

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