
Subject: Re: nod stragedy

Posted by [nopol10](#) on Sun, 26 Feb 2006 10:36:41 GMT

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DJM wrote on Sat, 18 February 2006 12:49So original, I bow to your intelligible greatness...

Sarcasm... sarcasm....

First, a nod stealth trooper has only one timed c4. He can use that to guard the beacon. But... GDI will always get to it on a big game. (MINES!!!)
