
Subject: Re: NOD rushes problems(under)
Posted by [Dover](#) on Wed, 26 Apr 2006 18:30:52 GMT
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Techs rarely hide unless they're fired upon. If you kill on the first shot...

And besides, assuming the arty is on the opposite ledge (Between the two bunkers) engaged in battle with something in the GDI entrance, the Tech is in plain view.
