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Subject: Re: Island tactic

Posted by [Dover](#) on Fri, 05 May 2006 20:04:30 GMT

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Ideally (And this is only in my ideal fantasy world), the GDI team will be using lots of meds, mammys, and MLRS to keep Nod behind their own lines. This leaves a wide open range for a proper gunner attack (5 gunners kill an un-techs building in 2 clips each).

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