

---

Subject: Re: a way for gdi to destroy nods base on field

Posted by [w0dka](#) on Tue, 07 Nov 2006 10:40:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think about a APc that drive throught like 2 Arts a bunch of lights and then have to survive the ob... a undefended base...yes...then its possible... but hey...who let his base undefended? The problem is that the APC can'T hide in the field...you see it coming... and the way between the HoN and Wall isn'T that hard to close with vehicles,...

---