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Subject: Teamwork on the Pits server.

Posted by [PiMuRho](#) on Thu, 03 Jul 2003 12:20:50 GMT

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I was playing on Hourglass last night as Nod, and GDI kept attacking with 6 APCs at a time, each with only one or two people in. Nice idea in theory, sucks in practice, especially with stanks stopping them getting anywhere near the base.

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