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Subject: Re: NOD rushes problems(under)  
Posted by [PlastoJoe](#) on Wed, 26 Apr 2006 16:24:26 GMT  
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Pointwhoring is why I play marathon games whenever possible.

It certainly is possible to break almost any GDI seal with Raveshaws(I've helped do it before), so the game isn't totally lost as long as you have a Hand with affordable characters.

And if GDI gets 6 Mammoths and 20 Hotwires in most any map, they can take out at least a couple buildings pretty easily and end the game early for Nod. But doing that would be pretty stupid cause a well-coordinated rush through the back doors (even with base defenses) would cost GDI their Barracks and/or Power Plant. That is, a rush that could be pulled off only if everyone on Nod is supremely awesome.

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