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Subject: Re: NOD rushes problems(under)  
Posted by [mrpirate](#) on Wed, 26 Apr 2006 15:56:31 GMT  
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Actually the rate at which a Havoc damages an Artillery is lower than the rate at which a Technician repairs it. And while we're playing the hypothetical card, if GDI has 6 Mammoths and 20 Hotwires (and apparently Havocs too), what's to stop Nod from getting 26 Raveshaws? GDI has an advantage on Under, but it's not impossible for Nod to win.

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