
Subject: Re: Early game Arty and Mrl rushes?

Posted by [puddle_splasher](#) on Wed, 15 Aug 2007 10:01:01 GMT

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A 6 arty/mrl rush will fail if not properly supported with techs/hottys.

Occasionally they will surpass all expectations and blow up a building or two without support, especially if you are playing against nuggets.
