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Subject: Re: C&C Epocilation Release!

Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 20:39:28 GMT

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Well I purposely made it like that.

If the base was completely 100% Defended automatically, what is the point of playing the game?

You said you didn't play Nod to GDI, but when you do, you will notice it is still pretty easy to get into the power plant and refinery.

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