
Subject: Take out the obelisk tower in the first 2 minutes in the dem

Posted by [Anonymous](#) on Thu, 28 Feb 2002 18:51:00 GMT

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What is nice is that AGT is a supertracking structure, once you are in range, you arent leaving. the MRLS really sucks in my opinion, after more than 20 lives with it. I love the nod artillery, and i also know that if you try using MRLS on anything other than infantry, you fail. Since this is the case @ hand, we should do something.... wait... nothing! the game isnt inbalanced. If anything, the Nod has it all over GDI, because their stealth lets them stab constantly. have any of you tried my tactic?its sit in the hallway, with a big gun, and shoot @ the buildings.usually, everyone else is too preoccupied to do anything, so this goes unnoticed. also usually, the building is destroyed, and they are crippled.Ill try your tactic. I hope it works, because obelisks are pretty tough to camp @.
