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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Nukelt15](#) on Fri, 27 Aug 2004 18:40:28 GMT

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Quote:Thanks, but there is a problem: It is not possible to destroy Obelisk with the MRLS, because it is constantly being repaired, so the only way to get kill it is to sneak inside it.

2 Questions:

1. Would be possible to enter the yard with the Airstrip, then go to the yard with Powerplant, and then return to the yard with the obelisk, get mammoth, and THEN destroy everithing in the both yards?
2. At the start, what affects the delivery of the stealth tanks? Is it the Hand?

P.S: I am not stuck at any part, it is just that I get killed by the ceiling turrets and rocket soldiers a lot.

1. You can open all the gates before destroying anything, if you want. However, it is easier just to take out each structure as you come to it, in order: Hand, Refinery, Obelisk, Airstrip, Conyard, Powerplant, Comm center.
2. Yes, tanks of various types will continue to be dropped as long as the Hand is up. Get rid of the SAMs first, though- the Mammoth can be killed by those tanks while you are inside, and having a few extra troops out there can keep them off it.

Cieling guns are rocket launcher fodder. Peek in each room to see if there is a gun, duck back out before it locks, then enter the room facing in the direction of the turret and put a rocket or two in it.

Rocket troopers usually appear outside, so try to spot them at range and kill them with a long range weapon- sniper rifle, Chaingun, Laser rifle, etc. The farther you are from them, the harder of a time they will have hitting you. If they charge, backpedal.

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