
Subject: Mobius on c&c islands

Posted by [neueziel2](#) on Tue, 21 Dec 2004 23:15:40 GMT

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spoonyratuh yeah, I'm sure if there's a leet arty in the field he'll be happy to let your mobius live long enough to get into range. :rolleyes: Even when a mobius is in range.... it'll take the mobius a while to kill the arty, it'll take the arty two shots to kill the mobius.

Right, an arty is going to get in range to smack down a moebius in your own base guarding a tunnel. If that happens you have far larger problems than keeping SBHes out.
