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Subject: Re: Details of some of the features in 4.0  
Posted by [liquidv2](#) on Fri, 02 Oct 2009 00:51:17 GMT  
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Spoony wrote on Thu, 01 October 2009 19:42[it's also why you can't DIRECTLY attack the buildings you'd think you'd be able to attack from the hill - of course many people know the reticle trick, but you really shouldn't have to explain this to a new player every time. the last time i did hourglass the agt ended up dying so i put my arty over the very edge of the hill so it started aiming downwards and i could hit the barracks if i lined my reticle up on it and still aimed at the ground

i did the same with tanks and infantry and could do full damage provided i wasn't actually pointing at what i was trying to hit, if you understand what i'm saying

same with the bridge, i took a mammoth up there the last time you and me played mesa and aimed at the ground so my rockets did full damage to your tech who ended up dying along with your arty and soon after my mammoth

but it was worth it!11

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