
Subject: Nod defense on Field...Use the mob art!
Posted by [Anonymous](#) on Sat, 27 Jul 2002 00:23:00 GMT
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*****I know that you can have a Havoc in the side bunker and 4 shots would kill me...but after the first shot im going to be lobbing shells into your bunker, and all you can do is cower in the far corner and hope that splash damage doesnt take you out. I can jump out of my mob art and heal back to full in 5 seconds, so there isn't really much you can do*****Exactly. And because you can see were the sniper is going (health box etc.), you can shoot there, I hit many snipers that were in the bunker. (and even more tanks)
