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Subject: Nod defense on Field...Use the mob art!

Posted by [Anonymous](#) on Thu, 25 Jul 2002 21:01:00 GMT

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1. The mob art can hit and kill any sniper in the far bunker. I fire at the bunker randomly while I have no other targets and often kill ppl I didn't even know were there 2. The mob art does not shake the HoN while it is firing. You simply cannot defeat the mob art defense in that position. Even if I don't have a tech supporting me, the fact that I can just back up by the tree, jump out, and heal myself in 5 seconds makes me unstoppable.

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