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Subject: Stupidity 2: C&C Field

Posted by [Anonymous](#) on Thu, 18 Jul 2002 00:34:00 GMT

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Nod needs to watch out for infantry rushes more than GDI does, though. Remember, the AGT can kill 5 people at a time, and all pretty fast. The Obelisk can only hit ONE person at a time, and charges slowly. Heck, there's even a way to avoid it's shots altogether. The field is up for grabs, though...anyone with the brains to do so can take it easily, and anyone with enough guts can take it right back.

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