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Subject: How to get past the Defenses

Posted by [Anonymous](#) on Fri, 05 Jul 2002 10:25:00 GMT

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I fear them both. However, the Obby is less scary to me because I know how to fool it on certain maps. Especially Hourglass, you just need to get a Gunner (no tank is very effective, and the Gunner can hit any Nod structure except for the Airstrip) and stand next to one of the rocks. It will fire at you, but never hit. If other gunners have taken out the Turrets, tanks can roll in. Or, 3-infinity Gunners can stand up there and take out the Obby, then HON, then ref, then charge with everything the team has. I have not yet been able to try this, as no one knows the power of Gunner on that map.

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