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Subject: Strategy for GDI on city.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 17:12:00 GMT

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It's a good strategy but you can do all that with a hotwire and 650 credits cheaper. And you won't alert nod with the attack warning, as long as you wait as long as possible before detonating the remote mines. However, I've noticed the obelisk does 300 damage to a vehicle on a direct hit (usually the 1st one, I think as long as it has a good angle on you). I don't know if this is the same for infantry, but if 1000 cahractyers have 250 life and 100 armor (which i think, but donrt quite remember) then it would let you survive one hit from the obelisk. but rushing with 2 hotwires always works, as well, because only one has to get in.

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