
Subject: Does it matter where you aim your repair gun?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

As many of you know that nod has a tactical disadvantage in the demo map (C&C_under). GDI can destroy the airstrip with a MRLS without being shot at by the Obelisk of Light, But what about nod? Well i'll tell you, If you want to destroy the GDI wepons factory you can shoot at it with the mobile artillery and not get hit by the guard tower, the secret is to move your artillery right up against the far wall and make it so you can just see the wepons factory. (note: this may take several tries for you to get it right and you need alot of backup because of enemy vehichles.) Hope this helps you in your multiplayer demo adventures, HAPPY FRAGGING!!!!!!!!!!!!!!
