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Subject: How to break Nod's defences on a 2vs2 game  
Posted by [Anonymous](#) on Wed, 20 Feb 2002 11:44:00 GMT  
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Last night I was playing a 2 against 2 game that ran OK, not to much lag for a change & I was on GDI side. I know it's easy to break the GDI's defence (AGT) by rushing an engineer inside a NOD buggy to the AGT, get the eng inside & blow it up. Now anybody knows how to get inside the obelisk or to anyother building and having a chance of destroying that building before getting killed by the defences (obelisk, turret). Is it possible for to players to do this? Does the missile launcher has a longer reach than the obelisk?

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