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Subject: Re: NOD rushes problems(under)  
Posted by [Dover](#) on Wed, 26 Apr 2006 20:40:29 GMT  
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I'm hard-pressed to think of one. Unless the arty shares the hill with the Havoc, which is improbable since it takes away the arty's biggest advantage, it's range.

If the arty any place besides the spot between the bunkers, the havoc can look down on it from the hill and kill the tech. He probably won't need to, since the arty will be in C4 range and 1 timed C4 kills an arty instantly.

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