
Subject: The Obelisk ray--running into a base
Posted by [HTDana](#) on Wed, 21 May 2003 16:56:16 GMT
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Not to file this under "discovery of the week" or anything, but...

When GDI is on a rush to Nod and their vehicle blows up short of their destination, how often do you see all the GDI soldiers running in a cluster, only to die because the Ob ray gets all of them in one shot? I've been trying to stay away from the pack, and it seems to help our odds of someone getting inside a building with some C-4. Anyone else notice this?
