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Subject: Re: Please fix this

Posted by [DutchNeon](#) on Tue, 19 Aug 2008 02:21:40 GMT

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There is/was a trick to avoid this 'bug' on hourglass with an artillery (So you could hit the WF, REF, PP, while not getting shot by the AGT). Sadly, this trick doesn't work for the GDI MRLS. It would be so awesome if MRLS finally could hit the Nod PP from the hill (Of course, Obelisk hitting him, as the Obelisk can actually 'shoot over/on' the hill, where as the AGT could only hit his own side, and a small part on the hill).

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