
Subject: Nod defense on Field...Use the mob art!

Posted by [Anonymous](#) on Fri, 26 Jul 2002 07:38:00 GMT

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1. If you meant the far bunker then that would mean you must have the shoot through mountain hax. I know that only about five of us have that cheat, last I checked at least. So, assuming you meant the near bunker...Sure you can hit them if they stand still, like a complete moron, in the semi-open or if you get head shots. If they duck behind the bunkers walls between shots and vary their shooting position then they should take you out before you take them out. Especially, if their teammates are smart enough to help them. Sure the mob art has some serious splash damage but it also has a skin thickness akin to that of my four old niece. Anyways, assuming you can maintain that position against a bunch of newbs -and- gain more points (gaining more points being often more key than simple survival - eg. having to heal your tank alot is a bad thing in a points game) than they are from the tactic being used...2. You are correct. The mob art does not shake the HON. That is due to the especially well made foundation beneath it and its concrete reinforced walls. However, it does shake the crap out of anybody trying to snipe from inside of it. If you think that is incorrect, you really should try it sometime. [July 26, 2002, 07:44: Message edited by: Jeg]
