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Subject: Drawing obelisk fire in "under"

Posted by [Anonymous](#) on Tue, 23 Apr 2002 21:06:00 GMT

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Playing as GDI in Under last night, and I hit on probably an unoriginal, but worth sharing tip for GDI armour attacks. It may only works on maps where the obelisk has limited field of fire, but anyway:- We were pounding away and they were countering in mini-rushes (light and stealth tanks) with the odd BH chain gunner.- Out of the blue a hummer full of (presumably) beacon/C4 ready characters sprinted thru the gap and got toasted.- Next rush, I heard the tyre screech and moved my med tank into line of fire of the obelisk. Knowing that a med can take 2-3 shots before being destroyed, I was OK and the hummer team made short work of the obelisk.Of course, it depends on how well/luck you co-ordinate things AND have support to meet the expected counter attack. Credit to whoever it was that posted the number of obelisk hits armour can withstand - that was the inspiration

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