Subject: Taking out the Obelisk first
Posted by Anonymous on Sun, 07 Apr 2002 13:08:00 GMT

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No one ever takes out the obelisk first. One time I was playing GDI on City, and we had no power plant or weapons factory. 2 other hotwires and I, a hotwire, went to the nod hall thing. We ran towards the obelisk on foot, jumping and strafing to avoid the obelisk fire 2 of us got in, we c4'd the obelisk, and that opened up a chance for us to attack. I bought an ion and died, so I had only 1000 credits left (I played cheap)Knowing we had no other chance and that my base would soon be dead, I got another ion and a shotgun. I love those shotguns   I walked into their base, into the back of the hand, damaged by some proximities, luckily the hand was empty. I planted the ion, put a timed c4 on it a few seconds after. This very often kills repairing engineers, and lets me know how much time is left until it detonates, beacons have about 50 seconds detonation time. I shottied the engy that came to repair, and my doomed team had barely won the game, by beacon placement.Why take out the Base Defenses first?Because when you have no vehicles, you have no chance of getting to their power plant, especially when it very well may be mined anyways. You have to think of what you can do, and remember that if you're about to die or have no time left, you have to try for the beacon! Destroying their buildings won't win the game for you unless you can get them all in a very short amount of time, which you can't. I have won several games on a losing team by sneaking onto the pedestal at the last minute, and not only as a nod stealth black hand...