
Subject: Take out the obelisk tower in the first 2 minutes in the dem

Posted by [Anonymous](#) on Wed, 27 Feb 2002 22:44:00 GMT

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Yes cripple NOD in the first 2 minutes for GDI. Requirement: -1 engineer: cost 0-1 shotgun soldier/or machine gunner: cost 0 (shotgun preferred)- Teamwork
What to do: 1. Both run to the the nod tunnel the one directly in line with the obelisk. Run straight at the tower constantly jumping you'll get hit just a little bit. 2. Have the shotgun/machinegun soldier plant his C4 on the MCT. 3. Engineer lay C4 on MCT, + the 2 remote explosives. Wait about 15-20 seconds and detonate the remote. The 2 C4's will go off shortly after and BOOM tower destroyed. This tactic has a very high rate of success and costs nothing. You can do it solo one engineer but 2 runs are required but it assumes the tower isn't repaired in between runs. GDI has a huge advantage on this map this only proves it. Try getting into the GDI base you've got no chance. Rorschach
