
Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by [Sniper_De7](#) on Sun, 24 Sep 2006 12:01:19 GMT
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doing something while walking backwards in order to glitch the ob in not hitting you. It is commonly confused with ob rushing, which would be having someone rush and take an obelisk hit while you take that to your advantage by rushing as an infantry. So rushing two infantry from the tunnels on hourglass, one getting shot, the other not. Or, rushing one infantry from the short tunnel on field while your team rushes the obelisk, making you able to slip by unnoticed into the ref (if they didn't mine).

As for the topic at hand, well, at least it's on record now, Sort of found this out like 4 years ago, but someone may not know it. It really isn't applicable because the turret shoots (people should normally investigate if they hear a turret shooting) and if you have a Nod team who isn't stupid (unfortunately, that's kind of hard to come by) then you will have people on the field noticing any enemies there. What I used to love doing is rush with a humvee (I don't usually do this as I would rather wish the map to last so I could copter the entire map) Rush with a humvee HON side, and then using the trick I had found out so long ago, using the HON orb to block the obelisk shot as i drove towards the ref, and then onto the powerplant. Sometimes I do this with an orca if I feel like gambling 1250 credits on getting a building, yes it still blocks the ob shots, even though it hovers off ground.

I find it much more successful to rush the obelisk from the hand of nod, that way, I can sit in front of the obelisk with my orca facing my orca towards the obelisk and firing blindly while looking backwards with my gun, usually people suspect that I'm actually *looking* at the obelisk, so they unsuspectfully run straight and are a cause for easy headshotting, even if they do dodge, it's extremely hard to get past the orca because you could just squish them, the only downfall is that if most of Nod is attacking you and you kill too many of them, one of them spawns in the obelisk, which I either have to get out of the orca to kill him (if he's hiding where i can't shoot him) or, shoot him through the door. Also a worthy note is that you can go over the obelisk and it won't fire at you, so you aren't entirely defenseless to apaches that are above you. Though I do get shot sometimes when I'm above the ob, it may be because i wandered too far.

oh, also, with a copter you can get inside of the barracks by landing near the front doors. One time when my team was losing desperately and we only had one copter, I rushed with the apache, had a nuke and planted it on the ped and won the game, it was pretty funny the responses I got. People on GDI got mad, the people on Nod were surprised I had managed to get it on the ped.

-de7's strategy tips of the day.
