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Subject: 1000 point characters "ob walking"  
Posted by [MexPirate](#) on Tue, 02 May 2006 14:33:03 GMT  
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Umm, something which is useful to know at times for anyone who doesn't already.

1000 point chars have 350hp total, the ob does 300 damage - so u can take a direct hit and keep on walking. Used mainly on under when u can walk to the pp and place an ion - simply by walking straight to it.

Potential problems are obvious - you only have 50hp left so if u get shot at you're dead and also anyone listening for the ob going off may come to investigate.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Ma1kel](#) on Tue, 02 May 2006 15:02:25 GMT  
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Welcome to 3 years ago.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [MexPirate](#) on Tue, 02 May 2006 15:28:06 GMT  
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I knew one of those posts would be coming - you would really be suprised to know how many people are completly oblivious to many things in game.

I didn't claim this was a new discovery.

Its a strats and tips forum, tbh I think this is a better tip than "ob walk" "fill an apc with ppl" or half the stuff that seems to be posted here.

If you find it useful great - If you can add some further info/ideas then even better.

Telling people that you knew this three years ago helps nobody.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [w0dka](#) on Tue, 02 May 2006 16:07:46 GMT  
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just a little question, cause you mention under... on some servers tunnel beacons aren'T allowed if I plant a beacon for example in under next to the stone next o the pp... is this tunnel Beaconing or or what?

@ topic:

another good idea is to use the 1000credit char as a shield... just let him run in and stay in field of fire of ob... then let engineers run in (but keep in mind that obi fires a aoe laser... ) cause obi fires slow you got maybe 6 and more seconds to reach a building.... with 3 or more engis and a 1000cred char you can reach the hon and if you are very good the obi itself^^ but this only works if enemy is far far away...

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Dave Mason](#) on Tue, 02 May 2006 16:43:36 GMT  
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I can reach the Hand of Nod with 1 character, as I'm sure about 300+ other people can.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Dover](#) on Tue, 02 May 2006 18:38:44 GMT  
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DJM:  
On what map? It's be tough to do it on C&C\_Field. If you could do that I would bow to your greatness, and award you with 83 gold stars.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [MexPirate](#) on Tue, 02 May 2006 21:10:28 GMT  
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Just remember that the ob will fire at the person at the back, so if two people run out, its the one behind who takes the hit

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Tunaman](#) on Tue, 02 May 2006 22:43:30 GMT  
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Dover wrote on Tue, 02 May 2006 14:38DJM:  
On what map? It's be tough to do it on C&C\_Field. If you could do that I would bow to your greatness, and award you with 83 gold stars.  
I'm pretty sure we were talking about Under.  
I really doubt you can do it on Field unless you obwalk.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [mision08](#) on Wed, 03 May 2006 00:42:07 GMT

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Field is where this tactic is most relevant. I can use a hotwire or any character for that matter to set an ion next to the PP (at the end of the knee wall) at under. All without ever taking a hit from the obelisk. There is no way in hell you can walk out of the tunnel and into the ref at Field without taking a hit, so you need the 1000 credit character. As a matter of fact, @ Under I have set an ion at the PP and made the long walk to the back door of the HON all with a hotwire. Walk into Nod's base with a hotwire and an ion, and take out the hand and the PP with the base defenses still operational.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Dave Mason](#) on Sat, 06 May 2006 15:06:29 GMT  
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Ah yes missed that bit out. That's on Under, I suppose it's possible on Field if somebody is distracting the obelisk mind you.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Homey](#) on Sun, 07 May 2006 00:23:19 GMT  
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You end up with 40 health actually, the burn does 10 damage.

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Subject: Re: 1000 point characters "ob walking"  
Posted by [Phazon87](#) on Sun, 07 May 2006 05:53:59 GMT  
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So the advanced characters survive the Ob-laser? I never knew that, lol, I thought they killed all infantry in one hit. Which is why I've never exposed a 1000-credit character to the Obelisk before.

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