
Subject: Anyone ever hotty/tech walk?

Posted by [AoBfrost](#) on Wed, 25 Apr 2007 15:50:05 GMT

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No, not obby walk, and no not harvy walk, but hotty/tech walk.

Anyone ever do this the two easiest maps to accomplish this is hotty on Field and on Under, and for tech on under.

On field:

1. get hotty or any character with needed weapons to take down a building (ion, c4, etc..) and go down to the airstrip tunnel, walk to the second rock on the right of the tunnel entrance, then wait 30 seconds to 1 minute
2. without jumping, dash to the Airstrip wall and crouch
3. start walking along the wall toward the refinery
4. once there wait 30 seconds for obby to calm down.
5. run to the ref in front of the concrete stub on it's side, obby cant see you there, once there, when the obby calms down, run to obby and c4 it or from obby, dash to the airstrip and hide on it's side until the obby calms down, then run inside.

On Under:

1. get hotty and walk to the power plant tunnels
2. once in there run to the first rock and wait 30 seconds
3. dash to the wall by the rock (usually where you place ion to kill pp) and wait 30 seconds
4. quickly get up and dash to the middle of the powerplant and sit there for 2 seconds for obby to calm down, then run on it's side and to the inside of the pp and your in. (same can be done for Hand of Nod, just get to power plant middle and then run to the lower entrance of the hon)

Some servers count this unfair but not obby walk, while most take it ok, I ask mods before I do it, and usually they say it's ok as long as i dont go obby walk purposly and jump back so laser doesnt hit me)

Sometimes you may die, so this is a 1 time thing sometimes, if you keep trying it time after time obby for some reason shoots are faster/right away.

Subject: Re: Anyone ever hotty/tech walk?

Posted by [puddle_splasher](#) on Wed, 25 Apr 2007 18:32:56 GMT

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LOL, How many times does an OB have to charge up, before someone comes to investigate? What happens when the mines at your feet are blowing up? Guess what happens to you as you try to defuse my mines and I am beside you, shooting, whilst the OB is charging?

BOINK!!! LOL

Try playing on a 40+ server and see what happens to your tactics. It may be OK on a 4 person server but unless the team on a big server are absolutely stupid (it does happen) then your tactic wont work.

Then again, I surmise that you have only started playing the game otherwise you would not offer advice like this.

Subject: Re: Anyone ever hotty/tech walk?

Posted by [MexPirate](#) on Wed, 25 Apr 2007 19:47:48 GMT

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puddle_splasher wrote on Wed, 25 April 2007 13:32LOL, How many times does an OB have to charge up, before someone comes to investigate? What happens when the mines at your feet are blowing up? Guess what happens to you as you try to defuse my mines and I am beside you, shooting, whilst the OB is charging?

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wow, ur dum - it's a valid tactic, one tech whilst your base is being camped by the enemy can use this to change the game - I have lost count of the number of games that have been turned around after the Nod PP went down on Under this way.

Perhaps if you played a game where individual skill actually counted for something rather than a 40 player server then you might realise that smaller games (ie, clan games) require different tactics.

So what if you fail, 350 creds is worth the shot and if it means someone has to come running back to base it can buy you valuable time to push out.

Here's a demonstration (stolen from SS who is one of the best players there is tbh):

Subject: Re: Anyone ever hotty/tech walk?
Posted by [Crusader](#) on Wed, 25 Apr 2007 21:59:37 GMT
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Too risky of a tactic for me...I did try it once in Field but placed the Beacon on the wrong spot to the right...the AS just got damaged. Never tried it again even though I agree with MexPirate...it's a nice tactic and can change the tide in your favor if executed properly.

Subject: Re: Anyone ever hotty/tech walk?
Posted by [puddle_splasher](#) on Thu, 26 Apr 2007 18:28:19 GMT
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I did say it can work.

It has done for me in the smaller servers and particularly in my "ex MPclan server". Yes I was in the clan for long enough until it folded.

But its still not what I would use in the larger game, as a common tactic, unless as stated, that the entrance is unguarded and the snipers have not taken me out.
