
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)- TeamworkWhat 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

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

Posted by [Anonymous](#) on Wed, 27 Feb 2002 23:30:00 GMT

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Interesting "tactic", run to the tower and destroy it. =p Anyway unless the NOD is a bunch of tards who dont care about their base, someone should have noticed the engineer running over, and if he's smart enough to disarm the C4 it's not gonna work. It's nice to know that when charging the Obilisk that a shot doesnt kill you tho.

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 01:34:00 GMT

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Diablo198 thats why you take backup with you i.e. the shotgun soldier. If you make it to the obelisk set the C4 and stay their. C4 takes 30 secs just before this you detonate the remote explosives.The shotgun soldier kills anyone coming in. Noone will have any special characters and it will waste time even if they get you.I have done this many times.Rorschach

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 06:12:00 GMT

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The first thing I do when im nod is buy a flame trooper and run up the tunnel. Anyone comming down it meets a firey death. Since they cant see to shoot properly due to the flames, your shotgunner will be next to useless. Once I've done that I'd be off to buy a chem trooper with the cash I've earned and kill some more GDI. By the time thats happened a Tech will have been bought by someone else and the tunnel will be mined.(Hint: throw mines on the roof of the tunnels, with your back to the way the enemy will come down. If you do this in sloped, dark areas, the black back of the mine will be hard to see. BOOM.)

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 06:41:00 GMT

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When the other team is near(really near) of your base, wait for the harvester to go back collect tiberium and place a c4(timed) on a wheel. When it will be near the enemy vehicules, if you place it at the right time, it will explode, ****ink the other team!!!!!!-----Be sure FF is not ON

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 06:59:00 GMT

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It's almost IMPOSSIBLE!!!!I never played a game where there was nobody in the tunnel!Except if the NODs are ***, you'll get killed. Not a good tactic

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 07:09:00 GMT

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I have made successful tunnel runs against both Nod and GDI more times that I can count with my fingers AND toes. Admittedly, GDI's base is far more difficult to infiltrate, but the last two games I've played Nod's base has been just as big a thorn in my Hotwire's side. Usually (I guess I'm lucky and play against Noddies who forget to mine their base repeatedly since I go thru once, disable the mines and then have smooth sailing most of the game) I'm able to run from the back tunnel across to behind the Hand of Nod and only get nicked by the Obelisk. 10 times I tried this last night, and got FRIED in one hit. I'm not sure what the deal is. Unless the previous times my teammates in tanks were attacking the Obelisk, but I don't remember hearing the "Nod Obelisk is under attack" announcement. This tactic has worked 9/10 times in the past and I'm always rewarded with "Nod power offline." What's going on? Oh, about nobody being in the tunnel. I agree it's almost impossible early on in the game, but just wait a little while. When everyone goes gung-ho buying tanks they'll be too busy to bother with the tunnels. Even if there are people in the tunnels, that's what teamwork is for. Get engie/Hotwire/Tech and some infantry support. 2 engies is best, that way the engies can heal each other--they're the ones that need to make it past the obelisk/agt. Sadly, I'm still playing the demo, but it's awesome nonetheless. quote: (Hint: throw mines on the roof of the tunnels, with your back to the way the enemy will come down. If you do this in sloped, dark areas, the black back of the mine will be hard to see. BOOM.) Good call! I'll have to try it. I'm usually in charge of mining the base when I play.[February 28, 2002: Message edited by: urban_skunk]

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 11:00:00 GMT

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put proxy c4 on your own tank... then run into them... works pretty well too!

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 13:09:00 GMT

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quote:Originally posted by Rorschach: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. This is a glitch, to bad it WON'T work in the full version. If it does, it will be fixed soon.

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 14:18:00 GMT

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If you run and jump at a 90* angle with either of the towers you can make it to the power plant (need I say the most important structure). It doesn't always work and normally you will be deterred by enemy infantry but....(Using Tech/Hotwire)AS NOD:Run to the entrance to the GDI base farthest from the tower, run and hop to the backside of the GDI barracks (u may die sometimes) and if u pray to almighty God u will make it there. If u do, simply run from there to the powerplant and go inside and plant both timed and both remote mines on the MCT. Wait for the timed mines to near detonation and then set of the remote mines. U should be able to take the building out in one run by urself.AS GDI:Same thing...run to entrance farthest from Obelesk. Run behind the rock, then run and jump from there to behind the hand of Nod and from there make a left and run and jump to the entrance of the power plant (U may need to strafe left and right while running and jumping as running straight away from the Obelesk will often get u killed). Once there, granted the absence of many enemy troops) do the same thing as with the GDI.-Im sure this is old news to many of u, but for u ppl out there that have never killed a base by urself with only a technician (does require multiple trips) this may be new.

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 15:21:00 GMT

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quote:I've found it's better if you're GDI to mine the area between the tunnel and the power plant, and if you're Nod to mine the area past the rock by the power plant tunnel and also the area outside the other tunnel. That way, if people want to disarm these mines, they have to step into the lines of fire of the obelisk and turrets, or in GDI's case the AGT will WTFown anyone trying to disarm a mine in the open. This works a lot more effectively than mines in the tunnel... when I told people to use it against me as a test, I couldn't get through, period. I can get through every time if mines are in the tunnels, that's easy to avoid. Yep have to agree here. Its better to mine the path to the structure rather than the tunnels. The tunnels can be cleared but its impossible to clear an open area while the base defences are active. Also always mine the area around the obelisk and inside it. This will stop rushes. Another trick is to put the mine in a blind area. Near the Nod power plant there is a blind corner. Place a mine there. Also around the Master controls and just inside doors. I rack up alot of Mine kills this way.Also I have noticed that the GDI are now running towards the Hand of Nod instead of the power plant. GDI always seem to make it into the building no problem. Anyone know it there is a blind spot? Best place to put mine to slow\stop this from happening?Dont Shoot

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 18:51:00 GMT

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What is nice is that AGT is a supertracking structure, once you are in range, you arent leaving. the MRLS really sucks in my opinion, after more than 20 lives with it. I love the nod artillery, and i also know that if you try using MRLS on anything other than infantry, you fail. Since this is the case @ hand, we should do something.... wait... nothing! the game isnt imbalanced. If anything, the Nod has it all over GDI, because their stealth lets them stab constantly. have any of you tried my tactic?its sit in the hallway, with a big gun, and shoot @ the buildings.usually, everyone else is too preoccupied to do anything, so this goes unnoticed. also usually, the building is destroyed, and they are crippled.Ill try your tactic. I hope it works, because obelisks are pretty tough to camp @.

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 22:50:00 GMT

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quote: its sit in the hallway, with a big gun, and shoot @ the buildings.usually, everyone else is too preoccupied to do anything, so this goes unnoticed. also usually, the building is destroyed, and they are crippled. Hmmm what gun do you use?? Unless it's like a rocket launcher it wont do enough dmg to destroy a building from the outside(unless u wanna sit there shooting for 15 mins).

And any team who cant see the rockets flying from tunnel hitting the powerplant followed by the message GDI powerplant under attack....well that's just stupid. =p One of the reasons I love some other maps if no base defense or avoidable base defenses, you can sneak by and ion cannon/nuke the place lol.As for the Obilisk missing, that's gonna be patched (or is patched), at least that's what WW stated. It's not normal for something that shoots at the speed of light to miss lol.

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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 23:33:00 GMT

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No matter if you mine the tunnels or the outside of the tunnels in the view of the Obelisk or AGT.You should always have a technician (nod) or Hotwire (GDI) in the area of the tunnels with back up from a Gunner or Black Hand.But i would have to agree with mining where the defences can see the enemy,who wants to die just to disarm a mine??? lol

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

Posted by [Anonymous](#) on Fri, 01 Mar 2002 00:26:00 GMT

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In my experience, mines in the ceiling don't go off. That's a waste of mines.... they could be better used mining areas where people have to cross to get to stuff.I've found it's better if you're GDI to mine the area between the tunnel and the power plant, and if you're Nod to mine the area past the

rock by the power plant tunnel and also the area outside the other tunnel. That way, if people want to disarm these mines, they have to step into the lines of fire of the obelisk and turrets, or in GDI's case the AGT will WTFown anyone trying to disarm a mine in the open. This works a lot more effectively than mines in the tunnel... when I told people to use it against me as a test, I couldn't get through, period. I can get through every time if mines are in the tunnels, that's easy to avoid.

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

Posted by [Anonymous](#) on Fri, 01 Mar 2002 03:09:00 GMT

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in response to my counter-post, people ARE that stupid. I have successfully taken out as of today (i have only played for 2 weeks) 12 power plants, 1 hand of nod, and 2 obelisks. How? people are stupid, and my ping is pretty high. also, gunner is my favorite person, and i could go head to head against most of u and win.

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

Posted by [Anonymous](#) on Fri, 01 Mar 2002 03:51:00 GMT

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quote:its sit in the hallway, with a big gun, and shoot @ the buildings. usually, everyone else is too preoccupied to do anything, so this goes unnoticed. also usually, the building is destroyed, and they are crippled. Then you have not played in a server with me Cuz that don't fly when i am playing

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

Posted by [Anonymous](#) on Fri, 01 Mar 2002 09:03:00 GMT

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quote:Originally posted by DontShoot: GDI always seem to make it into the building no problem. Anyone know if there is a blind spot? Best place to put mine to slow/stop this from happening? Buy a buggy and park on the ramp. This way you can cover the tunnels and block the closest entrance to the hand. The truth is there's no easy solution. If one area is overlooked, good players will take advantage of it. You just need to be flexible. [March 01, 2002: Message edited by: illusive]

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

Posted by [Anonymous](#) on Fri, 01 Mar 2002 20:58:00 GMT

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it is stupid that they obelisk of light always hits, because the infiltrating eng keeps people on their toes and also forces them to defend. I hate it when their base is empty and you still can't get in. getting a building blown up is a punishment for not defending your base

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

Posted by [Anonymous](#) on Sat, 02 Mar 2002 04:23:00 GMT

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Don't blow the remote C4 until AFTER the timed ones go off. Not before. Otherwise, you alert the other team to your being in the obelisk because they get a message "Obelisk under attack".

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

Posted by [Anonymous](#) on Sat, 02 Mar 2002 07:02:00 GMT

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Well here's what I do. Trust me! This strategy works! I run it and gun it until I have enough cash to buy a tank, either Light or Medium, you know, something that will get me there fast and has good armor. I use the engineer and ready C\$ before I enter. I get in, rush the defense tower, and for the Obelisk, I evade as much as possible and dive into the Obelisk Tower before the turrets and mow me down. Then I plant both C4 charges and the timed bomb at the MCT. You may need to do this twice. For the Advanced Guard Tower, I get close enough to it so it can't fire that low at me. I drive around back and block off the door to the Tower with my Light Tank, and I follow the same procedure. When I need to get out of the Tower, I just use my Repair Gun on my tank. Repairs won't work for the Obelisk since your tank will be scrap by the time you get close! Trust me! This works wonders! This also works great with standard structures. "Who doesn't love good old-fashioned C4?" -Havoc, with C4 at the ready.

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

Posted by [Anonymous](#) on Sat, 02 Mar 2002 07:48:00 GMT

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quote:Originally posted by 2nd Lieutenant Morgan: I get in, rush the defense tower, and for the Obelisk, I evade as much as possible and dive into the Obelisk Tower before the turrets and mow me down. Hrm, yeah, but to be honest you can get an APC right up to the power station past the obelisk and turrets if no players shoot at you, which they are sure to do (unless they REALY are dumb.)

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

Posted by [Anonymous](#) on Sat, 02 Mar 2002 14:26:00 GMT

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I find it a lot easier getting into the GDI base because people don't defend the tunnels much in the GDI side. There is another WIERD glitch... sometimes I get fried from the AGT and the Obelisk right when I go to the open and sometimes they hardly lower my health below 100.

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

Posted by [Anonymous](#) on Sun, 03 Mar 2002 08:40:00 GMT

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quote:Originally posted by illusive:Buy a buggy and park on the ramp. This way you can cover the tunnels and block the closest entrance to the hand.[March 01, 2002: Message edited by: illusive]I've seen people try that. The enemy just jumps into the vehicle, drives it back a little, and then enter the hand.Even if the Obelisk destroys the buggy, you have plenty of time to enter the Hand before the Obelisk can recharge and fire again.

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

Posted by [Anonymous](#) on Sun, 03 Mar 2002 23:31:00 GMT

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Actually, it takes 3 people to never fail. Heck, even two can do it.At least 1 engineer, and then any other character/trooper (best if the trooper has anti-tank weapons).Go in the tunnel, all together. The engineer repairs the 2 others while they clear out the tunnel. Clear any C4 you encounter. Then, when you reach the far end of the tunnel, which is near the power plan, stay there.Now, here's the flawless tactic. Have the less expensive trooper run straight ahead, and the engineer and other dude (if he's still alive) follow. The guy who went in first will get shot by the obelisk, but the others will be able to move unharmed.What happens next? You enter the power plant, boom.[March 03, 2002: Message edited by: PyroTeknik]

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

Posted by [Anonymous](#) on Mon, 04 Mar 2002 10:54:00 GMT

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To take out the AGT just rush it with a NOD APC and get out when u are right underneath it. (The tower can't shoot u if u r directly underneath it.)Run round its base into the building and set the nuke beacon or set some C4 and do it a second time

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

Posted by [Anonymous](#) on Mon, 04 Mar 2002 13:14:00 GMT

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Yes, the APC rush on the AGT works too, but no better or worse than one on an Obelisk.No matter which side you try this with, you just have to hope that the enemy team is too dumb to notice.

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

Posted by [Anonymous](#) on Mon, 04 Mar 2002 14:56:00 GMT

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I really enjoy playing defense with Nod. You should see how funny people act when they're being chem sprayed in such a small room as the obelisk. Most often they end up blowing themselves up with their own C4

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

Posted by [Anonymous](#) on Tue, 05 Mar 2002 02:15:00 GMT

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quote:Originally posted by just_ignore_me:I've seen people try that. The enemy just jumps into the vehicle, drives it back a little, and then enter the hand. Even if the Obelisk destroys the buggy, you have plenty of time to enter the Hand before the Obelisk can recharge and fire again. Um, no, you're meant to stay IN the vehicle and man the gun. Hence the word 'COVER' Only a right prat would leave a vehicle for the enemy lol

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

Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:08:00 GMT

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I must be a GOD. I mean seriously, "the GDI base is impossible to attack!!!" I prefer to be NOD because you can just buy the NOD artillery for 450 credits and go cane the enemy in the open, then if you place it just right (near the entrance) you can destroy the GDI Advanced Guard Tower and the weapons factory and they can't even shoot at you. You can also use the same tactic as the GDI, buy the missile launcher vehicle and destroy NOD refinery, barracks and airstrip without the Obelisk even powering up!!!! A M A G O D

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

Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:18:00 GMT

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quote:Originally posted by illusive:Um, no, you're meant to stay IN the vehicle and man the gun. Hence the word 'COVER' Only a right prat would leave a vehicle for the enemy lol Ahh, that explains it. Would work much better Sorry, I misunderstood.

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

Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:47:00 GMT

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Aw, man, this is really an old tactic, find somethin new to write bout
