
Subject: Taking out the Obelisk first

Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:08:00 GMT

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No one ever takes out the obelisk first. One time I was playing GDI on City, and we had no power plant or weapons factory. 2 other hotwires and I, a hotwire, went to the nod hall thing. We ran towards the obelisk on foot, jumping and strafing to avoid the obelisk fire. 2 of us got in, we c4'd the obelisk, and that opened up a chance for us to attack. I bought an ion and died, so I had only 1000 credits left (I played cheap). Knowing we had no other chance and that my base would soon be dead, I got another ion and a shotgun. I love those shotguns. I walked into their base, into the back of the hand, damaged by some proximities, luckily the hand was empty. I planted the ion, put a timed c4 on it a few seconds after. This very often kills repairing engineers, and lets me know how much time is left until it detonates, beacons have about 50 seconds detonation time. I shotted the engy that came to repair, and my doomed team had barely won the game, by beacon placement. Why take out the Base Defenses first? Because when you have no vehicles, you have no chance of getting to their power plant, especially when it very well may be mined anyways. You have to think of what you can do, and remember that if you're about to die or have no time left, you have to try for the beacon! Destroying their buildings won't win the game for you unless you can get them all in a very short amount of time, which you can't. I have won several games on a losing team by sneaking onto the pedestal at the last minute, and not only as a nod stealth black hand...

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Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:13:00 GMT

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True, but destroying a building gets you 750 points... This often turns the points tide. Rushing with a beacon isn't always good, I lost a game by 20 points because a teammate got himself killed as a top character with a beacon...

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Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:34:00 GMT

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most people don't take out the defenses first because they are the most guarded, it's better to take out the power plant first because it's just as hard but it drops base defense and doubles the cost of units.

Subject: Taking out the Obelisk first

Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:31:00 GMT

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well slavik, you don't do it if you're already winning and only newbs mine the defenses. And when I said take out obelisk first, I meant before other buildings, not to rush it. Of course you should

always get plant if you can

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:36:00 GMT
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nice[April 07, 2002: Message edited by: aCuPHoLDr]

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Sun, 07 Apr 2002 15:15:00 GMT
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alot of pple do try in take out defenses first ..me personally i like going for the power firstthat way everything is 2x more and there def doesnt work[April 07, 2002: Message edited by: aCuPHoLDr]

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Sun, 07 Apr 2002 19:45:00 GMT
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You have to be a noob if you don't mine the base deffense. Last night while playing, I was GDI on Under. When I get enough credits I buy a Mobius because he deals w/ tanks better than any other character. Anyways, just as I became Mobius, a flame rush was taking place. It was a small rush, but a flame tank got to the tower. I killed the flame tank and a technician ran around to get inside. As the tech. got inside he blew up. This acured several times and saved us from defeat. So anyone who says not to mine the defenses should learn how to play correctly. & by the way, YOUR ONLY ALLOWED TO PLACE 30 MINES. I don't know why people don't understand this.

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:34:00 GMT
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That's for sure VJ! Please folks - mines are for killing infantry - not vehicles... hehe

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Mon, 08 Apr 2002 11:25:00 GMT
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I agree with that too. And please group the mines by 3. And make spaces between two groups of

three.

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Mon, 08 Apr 2002 12:21:00 GMT
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I agree fully, you can't forget to mine AGT, half of the rushes occur there. In one game of under the techy would lay all 30 mines across main road but non in or around AGT, totally useless. If you have extras after mining important areas fine but mines on the road don't do nothing to a flame rush.

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:59:00 GMT
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well of course NOD usually flame rushes the tower in under. If not, APCs usually rush the ob/tower. but in maps like city, mesa, and others, the defenses aren't likely to be c4'd. By the way, its much better to stealth rush the GDI power plant in under. As long as you're a good driver, you can get in the plant with another stealth for back up, and if you're a tech, that's all it takes.

Subject: Taking out the Obelisk first
Posted by [Anonymous](#) on Mon, 08 Apr 2002 18:32:00 GMT
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On city I've killed the Hand, Airstrip, and Power (in that order too) with the obalisk still online. But with 1 entrance it is the easist building to guard. It does help your team out alot but I think people would rather dramatacly change their eneimies, rather than just getting a defensive buidling, and still having flame tanks come every which way.
