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Subject: The Obelisk ray--running into a base  
Posted by [HTDana](#) on Wed, 21 May 2003 16:56:16 GMT  
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Not to file this under "discovery of the week" or anything, but...

When GDI is on a rush to Nod and their vehicle blows up short of their destination, how often do you see all the GDI soldiers running in a cluster, only to die because the Ob ray gets all of them in one shot? I've been trying to stay away from the pack, and it seems to help our odds of someone getting inside a building with some C-4. Anyone else notice this?

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Subject: The Obelisk ray--running into a base  
Posted by [kawolsky](#) on Wed, 21 May 2003 17:55:25 GMT  
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me me me i do i do!  
dum stupid n00bs they act like they think there invincible when in a group,  
they just alllllll wanna take the shortest route

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Subject: The Obelisk ray--running into a base  
Posted by [Majiin Vegeta](#) on Wed, 21 May 2003 18:10:29 GMT  
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when an APC stops at enemy base NEVER GET OUT FIRST!!! the ob will kill you when it shoots the APC lol i seen it happen so many times

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Subject: The Obelisk ray--running into a base  
Posted by [frijud](#) on Thu, 22 May 2003 15:06:40 GMT  
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I often find that if you run for a secondary building (not the original intended target), you have a high propability of success. The group is running towards the obe, and you run for the Hand or Air. If you get inside, the group distracted the other players and the obe and [sometimes] you sneak in to do some major damage.

Than again...sometimes the obe shoots you.

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Subject: The Obelisk ray--running into a base  
Posted by [HTDana](#) on Thu, 22 May 2003 15:09:08 GMT  
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I was also reading about a map that allows two ob rays to shoot at the same time. This is the

exception rather than the rule, right?

As for distractions, it's always good to have more than one objective, so long as people stick to a team's plan. That's the kicker.

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Subject: The Obelisk ray--running into a base  
Posted by [azngqboy](#) on Sun, 30 Nov 2003 18:04:11 GMT  
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bottom line chars can live this shot btw ppl, as long as u get hit in the leg, the game light for your chest, thus if u jump and jump to the side (not zig zagin until it shots once) it will hit your leg, only dealing about 150-200 damage, wich is enoguht for u to walk in n blow up a light, i do this with hotty in hourglass 2v2, and kill the light fast! but yes, mass slaughters via the lgight has happen to me often!

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Subject: The Obelisk ray--running into a base  
Posted by [YSLMuffins](#) on Tue, 23 Dec 2003 01:17:19 GMT  
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The Obelisk ray does splash damage--that's the only way the obelisk can be so accurate with infantry, apparently.

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Subject: The Obelisk ray--running into a base  
Posted by [azngqboy](#) on Fri, 26 Dec 2003 04:33:44 GMT  
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well the ob doesn't do splash damage, its acurate becuase its a base defense, and is a simply trig calculation to the game (and i think i need some spell check), but ya, its the same reason why the AGT hits always even with the seeminly homing missle, and the same reason turrets usaully hit tanks, and gun towers hit everthing perfect.

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Subject: The Obelisk ray--running into a base  
Posted by [YSLMuffins](#) on Fri, 02 Jan 2004 10:54:01 GMT  
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No, the obelisk does splash damage. It doesn't 'home' in on anything because it's a laser. Don't you remember the demo? People were dodging the obelisk beam left and right because the laser just wasn't accurate enough.

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Subject: The Obelisk ray--running into a base

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Posted by [IRON FART](#) on Sun, 04 Jan 2004 07:56:00 GMT

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I can still dodge the obelisk left and right. esp. On field.

I can OB walk to every where on Nod side of C&C\_Field.

Ref is quite hard actually, but it can be done. With 2 people, it's a piece of cake!

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Subject: The Obelisk ray--running into a base

Posted by [Bombario](#) on Mon, 05 Jan 2004 01:26:29 GMT

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Hmmm....I never got how ob walking works. I mean, it's obviously a glitch in the coding, but it almost seems like someone meant to put it there.

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