
Subject: GDI Obelisk avoidance on field

Posted by [Anonymous](#) on Mon, 27 May 2002 21:51:00 GMT

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On the Field map as GDI I often attack with grenadiers, just run out of the tunnel and hit the obby 2-3 times before it zaps me. Doesnt do much damage but drives Nod nuts to keep hearing it under attack. Anyhow I recently discovered something odd: If you strafe DIAGONALLY after running out of the tunnel, the Obelisk will not fire at you! Six times in 2 different games I ran out of the tunnel, firing grenades at the obelisk and strafing diagonally (holding both forward and strafe left keys). I was able to hit the obelisk 4 times and then I was close enough to it (between it and the HoN) that it couldnt hit me, so I ran inside and planted timed c4. Since my previous attacks always resulted in it zapping me, no engineers even bothered to come check it out. My timed wasnt enough to destroy it, but I did cap 2 guys that spawned in there. In the second game I would then run out of the obby and either steal a vehicle, or attack the airstrip

Subject: GDI Obelisk avoidance on field

Posted by [Anonymous](#) on Mon, 27 May 2002 22:17:00 GMT

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cool, i'll be sure to try this! the sad part is this adds another notch in the GDI belt for feild, gdi has so many cheap ways to win this map its begining to become anoying.

Subject: GDI Obelisk avoidance on field

Posted by [Anonymous](#) on Tue, 28 May 2002 02:28:00 GMT

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Yes i hate to be Nod on field... Especially when i'm in a team who refuse early apc or flame tank rush....

Subject: GDI Obelisk avoidance on field

Posted by [Anonymous](#) on Tue, 28 May 2002 04:56:00 GMT

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maybe add a forum called: "Lame Tactics" ?

Subject: GDI Obelisk avoidance on field

Posted by [Anonymous](#) on Tue, 28 May 2002 06:33:00 GMT

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quote:Originally posted by n00by One Ken00by:Yes i hate to be Nod on field... Especially when i'm in a team who refuse early apc or flame tank rush.... Dude, Nod wins everytime on that map.

Subject: GDI Obelisk avoidance on field
Posted by [Anonymous](#) on Tue, 28 May 2002 07:16:00 GMT
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No Nod(or is it NOD or noD) does not win everytime om this map. And as for ridiculing the guy, he came up with a legimate tip that I had not heard elsewhere. Thanks for sharingPS I can be serious as well a have here too.

Subject: GDI Obelisk avoidance on field
Posted by [Anonymous](#) on Tue, 28 May 2002 07:37:00 GMT
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GDI almost always wins on points, but if Nod get a good flame rush going.....forget about it. Field is one of the better maps though.[May 28, 2002: Message edited by: The Argon Array]

Subject: GDI Obelisk avoidance on field
Posted by [Anonymous](#) on Tue, 28 May 2002 14:30:00 GMT
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with good engy and armor support i use a MLRS WOL:kronix74

Subject: GDI Obelisk avoidance on field
Posted by [Anonymous](#) on Tue, 28 May 2002 14:31:00 GMT
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wks almost every time!
