I think if someone is going to just run for it - and happens to make it, thats one thing. Or maybe if they manage to 'dodge' the laser shot. But doing a full "ob walk" (you know what I'm talking about) is just an attempt to circumvent the game engine's design. This is evident in the fact that the ob never even fires. If there was to be some kind of decoy, distraction, or misfire that is one thing. But the ob doesn't fire at all when you do an ob walk properly. That settles issue #1.

The issue of the turrets is also obvious (at least to me). Nod has lighter vehicles which is a consideration in tank battle tactics/strategies. When it comes to base defenses, however, there are extra turrets in place. You'll notice that these turrets are always placed near the airstrip. On most maps, if a GDI vehicle camps the NOD airstrip you can call it the end of the game. Turrets are an extra line of defense and nothing more.

Ob walking was fun back in the day when a few people knew about it and cheats weren't around. Now that we have so many things to worry about, ob walking just adds icing to the cake. I don't think anyone allows ob-walking so there is no point in learning how to do it. If you're that determined to learn how, either (a) put up a server of your own and experiment -or- (b) ask someone in game to show you so they are banned and not you