Subject: Guard Tower/Obelisk
Posted by Anonymous on Sat, 16 Feb 2002 04:55:00 GMT
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How do you take these two out with only a single player?

Subject: Guard Tower/Obelisk
Posted by Anonymous on Sat, 16 Feb 2002 05:16:00 GMT
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you dont.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Sat, 16 Feb 2002 05:37:00 GMT
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by yourself? no, unless you are only facing one other person.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Sat, 16 Feb 2002 06:10:00 GMT
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It's indeed a 1 vs 1 game. But you can't shut down the power, the defenses will still kill you.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Sat, 16 Feb 2002 06:50:00 GMT
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ALl defences cannot hit things directly under-neath them. SO use a Buggy or Hum-Vee to drive right up to it, then follow the walls around to the door. Plant what ever you like (I prefer Techo for this so I can mine the entrance and damage the building once they blow up).

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 09:17:00 GMT
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you can use a rocket solger from teh tunnel entrances and pound away that way

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Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 10:08:00 GMT
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this is easy.buy an apc and a technician/hotwire, depending on your side.zoom over to the enemy base, and plant remote and timed c4 charges. I suggest timed c4 first always. Detonate the remote c4, and try to defend the timed c4 until they blow. also place prox mines around the mct to cause repair to go slower.If this works right, and the enmy has little defense/repair teamwork going, you have blown up a defense tower.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 10:33:00 GMT
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or just use four tanks an 2 ingies in a massive frontal attack!

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 13:41:00 GMT
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ok, i gotta ask. How many charges does it take to blow an obelisk/tower?Playing on a server last night where 4 of us piled into an apc for a tower rush. We made it in there, i planted my c4 (i was simple soldier cause i bought the apc) and i saw at least one other timed c4 (i think there were three total). My charge went off and one other did, but the **** thing was still standing.By this oint the Nods noticed an APC parked and were flooding us (we got toasted).Then another server 3 of us pulled the rush and the thing went up like a roman candle.NOTE: APC rushes work wonders at getting to the defense tower, its the keeping C4's from being disarmed thats the hard part.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 13:53:00 GMT
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100\% agreed, it's hands down the best "rush in" armored vehicle. All others are too slow or too lightly armored. The turning on both APCs really hinders the versatility (slows on turns, unlike buggies). But both can get you to either tower to plant the c4. As a side note, I love to use the proximity mines inside the guard towers so when the people come in to disarm the c4, the mines take them out. Not only that, the explosion hurts the tower lol. Oh it's just too easy.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 14:30:00 GMT
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hmmmhow long have you been playing?

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 15:07:00 GMT
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To destroy them just use these tactics tons of people use them. For Nod=6 flame tanks and just all charge the AGT at once GDI=3 mammoths back up by medium tanks or MRLS's i seen these tactics work so many times(if playing with good players not newbies).[February 18, 2002: Message edited by: CrazyHavoc]

Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 21:16:00 GMT
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i've done it. when on GDI. you simply use the mammoth tank and at the farthest range. when on NOD just go near the AGT with a flame tanks. of course you can't do it all at once. don't know if this really works or my enemy is too st*pid to repair

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Subject: Guard Tower/Obelisk
Posted by Anonymous on Mon, 18 Feb 2002 23:26:00 GMT
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The 6 Nod Flame Tanks rush works pretty good, haven't seen it fail yet (we spent the whole game preparing for the rush, and still lost, with 4 Med Tanks, 2 MLRS, and 2 Mobius'), the Flame Tanks just kill the tower so dang quickly, and once one building's down, it's not hard to kill more each rush.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 19 Feb 2002 01:10:00 GMT
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This is what you do:1 Buggy/Humvee1 Nuke/Ion Beacon1 PersonDrive straight up to Obelisk/Guard Tower (Your vehicle may be destroyed but don't worry just run the rest of the way) Get right up next to the target and set the beacon. If you move away you will be killed, except Obleisk you can run to barracks. If you stay you will be killed, but some sacrifices have to be made. Then watch or listen to the destruction of the target. Thats all you have to do.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 19 Feb 2002 02:13:00 GMT

HAH!You make it sound so easy! Just drive right up to it and get out, then hang out and place the beacon. You say it like the place is abandon. IF you get close enough to make it to the tower on foot you must run inside immediatly to avoid death. People ARE gunning for you and you can't take 10 seconds to set a beacon without getting blasted. Theoretically its sound, but realistaclly it would be **** near immpossible. You need to get inside a building.Fat J

Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 19 Feb 2002 02:57:00 GMT

Was referring to not having many people. If you must be inside a building then run into the Obelisk or AGT then

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Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 19 Feb 2002 12:49:00 GMT

the engineer technique does indeed work well. HOwever it can be easily stopped with a few well placed land mines on defense. Nothin better than ruining a rushers day by having to many mines for him to survive and no time to disarm!! One question...What's the best way to dodge the obleisk and guard towerfrom the tunnel? Is it even possible to dodge the guard tower??Thanx,Fat J

Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 23 Jul 2002 14:09:00 GMT

Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 23 Jul 2002 15:37:00 GMT

Apparently some of you missed his second post: He said in a 1vs1 game. For that, the vehicle rush with an engineer would work. Just hope that the other player isn't doing the same to your base. Just make sure to mine your own AGT/OB & PP. That way you may be able to take him out before he gets a chance to destroy them.

Subject: Guard Tower/Obelisk
Posted by Anonymous on Tue, 23 Jul 2002 18:09:00 GMT
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uhh ppl 4got to mention mines...