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Subject: agt vs obelisk

Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:50:00 GMT

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the obelisk has a rather hard to hit weak point but a weak point none the less. if u plan a full frontal tank assault have everyone fire at the lower left corner and side the splash hit the MCT and the engys repairing it. although this is easy to see most ppl dont impliment aiming for that point. the AGT is easy to destroy by nod because their are no thick walls like the right corner of the obelisk if your facing the front which protects the MCT from splash dmg on the right side. the AGT has its MCT dead smack in the front middle lower portion without any thick walls so flametanks get easy splash dmg on the MCT and into where the engys are from anywhere outside the building thats why 2-3 flame tanks can drop a AGT in under 20 seconds with out interference other than engys but a gdi tank assault on an obelisk can seem to last forever unless some engys get into it. however the obelisk is easy to destroy if the noobs in the other tanks where smart enough to hit the obelisks sweet spot

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