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Subject: agt vs obelisk

Posted by [Anonymous](#) on Mon, 15 Apr 2002 16:47:00 GMT

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If there were several AGTs/Obelisks, the games would have to be at least an hour long (unless one team stunk). Would it even be possible to take them down without a massive hotwire-in-APC rush? 3 Obelisks would kill even the most determined Mammoth rush. Wait, maybe WW should make "weak points" on obelisks and AGTs if there are a couple per map, like a point on the structure where 2-3 hits will kill it. (Making yet another use for the sniper rifle)[ April 15, 2002: Message edited by: Corsair\_734 ] [ April 15, 2002: Message edited by: Corsair\_734 ]

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