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Subject: agt vs obelisk

Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:53:00 GMT

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In C&C the AGT was designed for Vehicles, it fired a salvo of two missiles. The Guard Tower was a anti personel defence, pity WW doesnt add them to Renegade...Plus, what if map designers added several AGT's or obelisk's as I did in C&C MP. It would make the game a whole lot harder.

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