
Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Sat, 06 Apr 2002 22:23:00 GMT

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I think all they need to do to make it even is either a) add turrets like nod have. b) make a platform or something to shoot from on top. or c) remove the minimum range from the maching gun portion or make seperate guns that have no min-range. Other than that it is a well balanced game, with the exception of the fact that a flame can take out a medium tank for same price AND go on to destroy the AGT (ive done this).
