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Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Thu, 04 Apr 2002 00:17:00 GMT

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I don't think the same exactly. The Obelisk does as much damage to vehicles as it does infantry (about 310 damage per shot). The AGT can cut through infantry a lot faster than Obelisk but doesn't do much to vehicles. And if there's cover-points between infantry and Ob. they can run between cover and not get hit due to charging time BUT.... If you have ever played on the Hourglass level, you may have found that you can charge an AGT with 1 APC and when you get close enough that it can't attack, the APC has lost only about 1/2 of its total health. If you charge an Obelisk with an APC on that level, however, it will blow up about 1/2-3/4 of the way towards the tower (2 shots to take down APC), meaning it usually kills YOU 2, afterwards. So charging an Obelisk would take at least 2 APCs to do in that case. Basically, AGT is good on infantry, Obelisk is good on vehicles

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