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Subject: AGT?

Posted by [Foxtrot](#) on Thu, 31 Jul 2008 00:56:10 GMT

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AGT actually be useful for more than just a big alarm system?

Really even the missiles don't do squat to vehicles really. Sorry if this has already been brought up.

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Subject: Re: AGT?

Posted by [Caveman](#) on Thu, 31 Jul 2008 00:58:03 GMT

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Hmmm was you stoned when you last played? The last time I checked the missile did 80dmg when it hit a tank. I think it does a bit more than just be a big alarm system.

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Subject: Re: AGT?

Posted by [\\_SSnipe\\_](#) on Thu, 31 Jul 2008 01:04:48 GMT

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i still think ob is more powerful than agt if anything increase agt missile damage slightly and let ob shoot slightly faster

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Subject: Re: AGT?

Posted by [BlueThen](#) on Thu, 31 Jul 2008 01:07:50 GMT

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Well, seeing as GDI is heavy, and Nod is quick and stealth, I'm thinking it makes a nice counter-balance seeing as nod as a heavy defence, and GDI has a quick defence.

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Subject: Re: AGT?

Posted by [liquidv2](#) on Thu, 31 Jul 2008 02:33:49 GMT

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i've always wondered how the game would change if the agt fired 2 rockets instead of one like it does in the first cnc

it still does shit for damage, but it would do that twice

double shit for damage, horray

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Subject: Re: AGT?

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Posted by [KobraOps](#) on Thu, 31 Jul 2008 05:57:16 GMT

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Its balanced stfu.

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Subject: Re: AGT?

Posted by [Goztow](#) on Thu, 31 Jul 2008 06:50:07 GMT

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AGT is fine as it is: it keeps all infantry out, as opposed to the obelisk who just kills one and lets the 2nd pass (if distance isn't too big), and does a fair amount of damage on vehicles. It can help you kill stanks quite efficiently, all the rest can be seen anyway and should be stopped by tanks rather than by the AGT as GDI has superior brute force.

I can understand that in really huge games, like 30 players or more, one could ask for a stronger base defence but then again: if people didn't change the vehicle limit, there will only be 7 vehicles + harv per side max anyway.

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Subject: Re: AGT?

Posted by [ErroR](#) on Tue, 05 Aug 2008 15:30:11 GMT

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agt kills infrantry in 1 sec ob in 2 can't really team agt walk lol

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