
Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Fri, 05 Apr 2002 15:54:00 GMT

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Its very simple acually, nod has turrets that fire at you even when you are up against the obelisk shooting. So just make it so the guard towers gun{not rockets} can shoot down on targets that are right up against it. Let me know what you think and anychanges to this idea!

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Fri, 05 Apr 2002 15:57:00 GMT

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GDI can have two small machine gun towers and shoot the hack out of those flamers.

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Fri, 05 Apr 2002 17:35:00 GMT

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quote:Originally posted by Skwerl421:GDI can have two small machine gun towers and shoot the hack out of those flamers.MACHINE GUNS?!?! They are useless against tanks. Must as well be lon-cannon tower. hehee

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Fri, 05 Apr 2002 20:17:00 GMT

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no machine guns please, cause then the infantry would never make it thru the door. I rather gdi would ahve turrets instead. because think about it.

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Fri, 05 Apr 2002 22:55:00 GMT

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quote:Originally posted by Mikeon:no machine guns please, cause then the infantry would never make it thru the door. I rather gdi would ahve turrets instead. because think about it.if you ever played td the gdi had 2 types of guard towers. they should add the other type of guard tower.

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Fri, 05 Apr 2002 23:21:00 GMT

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what GDI needs i Watch towers and Nod stupid Oblisk needs a weakness.

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Fri, 05 Apr 2002 23:29:00 GMT

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The obelisk's weakness is that it has on one shot at a time. Just have several people run in at once and it doesn't stand a chance.

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Sat, 06 Apr 2002 04:40:00 GMT

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I agree. And something else : if someone think that AGT is a shyyt, lets place a tank or a mobius to help it in def. Don't forget GDI advantage is damage power => just use it.

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Sat, 06 Apr 2002 04:57:00 GMT

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What needs to happen is a standard guard tower is created(with a machine gun) but it has to be controlled by a human person- same could be done with turrets

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Sat, 06 Apr 2002 19:19:00 GMT

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I think that they could waste 2 of the machine guns on the AGT. And put up little guard towers with 1 machine gun. It would also be nice if players could climb up into them and shoot at oncoming enemy units. That would balance in a little better for them doing damage against tanks, it just means that the players would realize "hey im gunner i can shoot at that flame tanks that about to run me over from and elevated position, i think its better."

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Sat, 06 Apr 2002 20:19:00 GMT

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quote:Originally posted by kiwi98989:Its very simple acually, nod has turrets that fire at you even when you are up against the obelisk shooting. So just make it so the guard towers gun{not rockets} can shoot down on targets that are right up against it. Let me know what you think and

anychanges to this idea! Turrets worth nothing... and ingi rush would be impossible if machine gun would shoot even if you're running along the tower wall... I think it's quite good that way... Beleive me, turrets worth nothing...

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Sat, 06 Apr 2002 20:34:00 GMT

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thats why you dont engi rush the tower, its very cheap when a flame tank can assult the tower and then when its destroyed the engi inside can run inside and do even more damage, its harder to assualt the obelisk so the reward for that is you can engi rush it, my plan is to make it so that flame rushes are more easly counterd without changes a great deal of programing.

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Sat, 06 Apr 2002 20:44:00 GMT

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but flame rushes are easily countered, gdi just have to work together. Remember that game kiwi on mesa we held off your flame rush the first few times, then my team thought they were invincible and bought mammals. They all crammed into the cave while u came the side entrance and blew everything up

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).

Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Sun, 07 Apr 2002 00:26:00 GMT

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Then you would have some crappy newbie shooting at air when your base is being rushed... No thanks.

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Sun, 07 Apr 2002 08:55:00 GMT

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quote:Originally posted by Nuke-um:I think that they could waste 2 of the machine guns on the AGT. And put up little guard towers with 1 machine gun. It would also be nice if players could climb up into them and shoot at oncoming enemy units. That would balance in a little better for them doing damage against tanks, it just means that the players would realize "hey im gunner i can shoot at that flame tanks that about to run me over from an elevated position, i think its better."I like this idea!

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Sun, 07 Apr 2002 12:13:00 GMT

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quote:Originally posted by Mikeon:but flame rushes are easily countered, gdi just have to work together. Remember that game kiwi on mesa we held off your flame rush the first few times, then my team thought they were invincible and bought mummies. They all crammed into the cave while u came the side entrance and blew everything upyeah, its all about teamwork, the problem is unless its a clan match everyone gets ancy with all that cash they have from sitting back and defending so they go on a mammoth tank spree. they split to the left and right and stop any tank that go's there, but the smart nod team go's over the top to the unprotected base! Sometimes team game **** me off becuse you get stuck with people who dont know what they are doing!!! er i mean

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Mon, 08 Apr 2002 01:30:00 GMT

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Heres a fact to consider, normally in c&c the advanced guard tower did not fire bullets, It fired just salvos of rockets. I think that if they want to "even it up" they should give GDI some normal guard towers that do the job of rapid bullet firing and pump up the AGT's rocket firing power and frequency to compensate for the current lack of effectiveness the rockets pose. At least that is how it originally was. What i mean by that is to take away the AGT's rapid bullet firing and move it to the normal towers where it was in the original c&c.[April 08, 2002: Message edited by: Forever_Light]

Subject: One tiny little change that will make AGT equal to obelisk a

Posted by [Anonymous](#) on Mon, 08 Apr 2002 05:06:00 GMT

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Good call! That is exactly what I was thinking of when people whine about GDI not having guard towers... What is the use of a guard tower that another machine gun, when you already have 4?
