
Subject: the obliskes

Posted by [Anonymous](#) on Fri, 05 Apr 2002 23:31:00 GMT

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the oblisk is too strong...expecially with the turrents[but hay those can be taken out easaly IF THAT OBLISK ISNT THERE!]

Subject: the obliskes

Posted by [Anonymous](#) on Sat, 06 Apr 2002 05:32:00 GMT

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Your kidding, right?the turrets are usually taken out first - because there is no warning that there under attack.as for the obi - apv rush with hotwires usually works.or a couple of mamies with mlrs support can take it.but you will die - so dont back out....

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 11:07:00 GMT

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WW needs to add a "Nod turrets under attack" message because the turrets are a good apc defense

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 13:54:00 GMT

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the oblisk is too powerfull it needs like a shorter range or somthing...and the turrens ne to be like gun emplacements or somthing...one more thing... iv noticed when dong a GDI tank rush the oblisk power varys...like one time i was driving a mammoth tank and this other guy was draving a med tank and the oblisk shot the med tank,took out his shelds,and the oblisk killed me one HIT!!! like WW needs to stop puting a random power in sertain defense structures.

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 14:02:00 GMT

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It wasn't random power, you were probably being pounded on by the turrets.

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 15:25:00 GMT

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no because the med tank took out the last turrent

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 17:32:00 GMT

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it is most likely that becuase mamotsh are slolier they are hurt more than mdium tank becasse it can avoid part of the beamif you sit in a veeicle it will be hurt more than if you are advancing

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:12:00 GMT

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lol t so soooo much easier to rush the obelisk than the AGT It can only shoot one at a time!!

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 18:59:00 GMT

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but the obelisk destroys vehicles alot more quickly than the AGT does.

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Posted by [Anonymous](#) on Sat, 06 Apr 2002 23:33:00 GMT

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You are both right. Figure it out. It's one vehicle at a time, so know that you will need three to deal with it. The AGT does a great job at wounding anything that comes near it and it doesn't have to power up, so it will keep attacking whatever comes toward it. Personally, I'd rather defend an AGT than an OB.
