
Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 17:39:00 GMT
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The Obelisk does 300 damage to a vehicle on a direct hit. Direct hits don't happen much when you are too close. How much does the AGT do per rocket and what about NOD turrets? Just a few things I'd like to find out so I know how many hits a buggy/apc can take. The agt gun turrets don't really do anything, so that's not really important.

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:24:00 GMT
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It's not NOD, it's Nod.

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:29:00 GMT
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The obelisk does 600 points of damage per charge. If it hit an infantry with 100 health, it will strike him and 500 units of damage left to hit something else with.

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:35:00 GMT
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quote:Originally posted by aircraftkiller2001:It's not NOD, it's Nod.WHO CARES!!!!!!!!?????!!?!?!?!?!?!?!?!?!?!?!?!?

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:37:00 GMT
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This is my favorite thing to do on the forums...Hey
Aircraft....NOD!!!NOD...NOD...NOD....ahem....NOD!!!![April 10, 2002: Message edited by:
Particle Noun]

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:43:00 GMT
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quote: The obelisk does 600 points of damage per charge. If it hit an infantry with 100 health, it will strike him and 500 units of damage left to hit something else with. But it does a maximum of 300 damage per hit though.

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 19:58:00 GMT
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quote:Originally posted by aircraftkiller2001:It's not NOD, it's Nod.its a game who cares? every1 gets the point[April 10, 2002: Message edited by: aCuPHoLDr]

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:21:00 GMT
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It did 310 damage to my mobius

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Fri, 12 Apr 2002 08:33:00 GMT
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I think the AGT does around 80 damage per rocket, almost 100 if you add the machine gun fire. The Obelisk does 300. I think the turrets do the same damage as the AGT or half as much. Either way, the turrets are almost useless and the AGT should be called the "Advanced Infantry Stopper" because thats the only thing it will kill

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:21:00 GMT
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quote:Originally posted by aircraftkiller2001:It's not NOD, it's Nod.F*ckin dork stfu

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Fri, 12 Apr 2002 15:12:00 GMT
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The AGTs and the turrets are much better than them in C&C:TD. But the OGTs are less powerful. It does 300 damage on my APC and made it have half-life. But in TD, it can make my APCs' health be red!

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Fri, 12 Apr 2002 15:19:00 GMT
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The Nods are good at defenses, that's why they are Scorpions; The GDIs are good at attacks, that's why they are Eagles.

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Fri, 12 Apr 2002 17:32:00 GMT
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back off aircraft, it was a stupid thing to say, but it doesn't matter that much, leave him alone
Smart thinking boomer, too bad it doesn't make any sense. Stealths and flames aren't too
defensive, mammoths and mediums are...but paints a pretty picture anyways, I guess[April 12,
2002: Message edited by: H3liCat]

Subject: Obelisk / AGT / turret damage
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:28:00 GMT
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quote:Originally posted by aircraftkiller2001:It's not NOD, it's Nod.It's not Nod, it's "Brotherhood of
Nod".
