
Subject: agt vs obelisk

Posted by [Anonymous](#) on Sun, 14 Apr 2002 22:07:00 GMT

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The problem with the agt is that its designed to take out infantry. if u ever get ur vehicle blown up by the agt u notice u can only get like 5 ft b4 u die.however the obelisk was made for vehciles.once it gets ur vehicle u can run a good 20 ft b4 dying. i think ww needs to put lasers on the obelisk for infantry(lasers b/c i associate nod with lasers and stealth) and the agt with more or better rockets for vehicles.i think then it wouldnt be so easy to destroy the agt or obelisk adding a challenge thatll make the game fun.ne one have ne other saying on the matter?

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Posted by [Anonymous](#) on Sun, 14 Apr 2002 22:14:00 GMT

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um the whole point is the oby is for vehicles and agt is for infantry. That is why u rarely see the agt kill vehicles, its the gdi tanks that kill the vehicles. And its up to nod's infantry to kill gdi's infantry

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Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:18:00 GMT

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AGT is designed for infantry, that's why someone must support the AGT with at least one vehicle or strong infantry units.

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Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:53:00 GMT

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In C&C the AGT was designed for Vehicles, it fired a salvo of two missiles. The Guard Tower was a anti personel defence, pity WW doesnt add them to Renegade...Plus, what if map designers added several AGT's or obelisk's as I did in C&C MP. It would make the game a whole lot harder.

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Posted by [Anonymous](#) on Mon, 15 Apr 2002 16:47:00 GMT

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If there were several AGTs/Obelisks, the games would have to be at least an hour long (unless one team stunk). Would it even be possible to take them down without a massive hotwire-in-APC rush? 3 Obelisks would kill even the most determined Mammoth rush. Wait, maybe WW should make "weak points" on obelisks and AGTs if there are a couple per map, like a point on the

structure where 2-3 hits will kill it. (Making yet another use for the sniper rifle)[April 15, 2002: Message edited by: Corsair_734] [April 15, 2002: Message edited by: Corsair_734]

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Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:50:00 GMT

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the obelisk has a rather hard to hit weak point but a weak point none the less. if u plan a full frontal tank assault have everyone fire at the lower left corner and side the splash hit the MCT and the engys repairing it. although this is easy to see most ppl dont impliment aiming for that point. the AGT is easy to destroy by nod because their are no thick walls like the right corner of the obelisk if your facing the front which protects the MCT from splash dmg on the right side. the AGT has its MCT dead smack in the front middle lower portion without any thick walls so flametanks get easy splash dmg on the MCT and into where the engys are from anywhere outside the building thats why 2-3 flame tanks can drop a AGT in under 20 seconds with out interference other than engys but a gdi tank assault on an obelisk can seem to last forever unless some engys get into it. however the obelisk is easy to destroy if the noobs in the other tanks where smart enough to hit the obelisks sweet spot
