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Subject: How to get past the Defenses

Posted by [Anonymous](#) on Mon, 01 Jul 2002 23:24:00 GMT

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Both the AGT and the Obalisk are very powerfull defenses. Some say that the AGT is less powerfull. AGT: Has 4 machine guns that don't stop firing and a rocket launcher. Its hard for infantry to run around a GDI base when the AGT is shooting at them. The AGT doesn't do much damage against units but has a constant damage being done on them. A Nod buggy can easily drive to the PP on City. Same with the APC, in fact the APC can get people into almost all the buildings in the base. Obalisk does alot of damage, it takes away 300hp per shot (I think). Infantry can easily swarm the obalisk providing they run far apart cause obalisk can take out several people that are in close proximity to each other. When rushing the obalisk with tanks 1 tank WILL be lost cause of it. Usually 2 APC's can reach the obalisk with 1 of them being destroyed.

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