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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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