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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.

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