
Subject: One tiny little change that will make AGT equal to obelisk a
Posted by [Anonymous](#) on Sat, 06 Apr 2002 20:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

thats why you dont engi rush the tower, its very cheap when a flame tank can assault the tower and then when its destroyed the engi inside can run inside and do even more damage, its harder to assault the obelisk so the reward for that is you can engi rush it, my plan is to make it so that flame rushes are more easily countered without changes a great deal of programming.
