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Subject: Re: Obelisk glitching / not hitting

Posted by [EvilWhiteDragon](#) on Mon, 27 Apr 2009 09:54:04 GMT

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StealthEye wrote on Mon, 27 April 2009 11:25I should be made to hit infantry. Making a tube as you suggest is probably not reasonably possible.

Only if you still have the area effect of it, otherwise it could do the obilisk more bad than good.

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