
Subject: The Obelisk ray--running into a base
Posted by [azngqboy](#) on Fri, 26 Dec 2003 04:33:44 GMT
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well the ob doesn't do splash damage, its accurate because its a base defense, and is a simple trig calculation to the game (and i think i need some spell check), but ya, its the same reason why the AGT hits always even with the seemingly homing missile, and the same reason turrets usually hit tanks, and gun towers hit everything perfect.
