
Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 17:43:00 GMT
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Okay, this is very weird. Somehow I am addicted into getting past the AGT/Oblisk when I am playing Renegade. Usually I am a Tech/Hotwire depending on which side. Is there any possible way to run past it?

Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 19:05:00 GMT
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obelisk= jump and strafeagt= run ur freakin heart out and pray

Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:16:00 GMT
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agt = two or more flamers, and a few other tanks to divert fire.

Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:21:00 GMT
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AGT 5-6 decoys and a sh*t load of prayingOB fast fingers

Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:28:00 GMT
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Obelisk... jump, stafe, hide behing rocks and stuff...AGT... 14-15 distractions to divert fire and about three hefty sized elephant sh*ts of praying...BTW... out of question but...Do you think they will ever possibly in many years make a First peron shooter based on Yuri's Revenge? I'd like to see Physic towers converting people to the other team [February 22, 2002: Message edited by: UltraMoron]

Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:07:00 GMT
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one tactic that worked for me... ride a mammoth tank and go right in front of the obelisk... the obelisk didn't hit me at close range (maybe its true or maybe there are other players diverting the attention of the obelisk... but it worked). all you have to do is worry about the turrets. but that should not be much of a problem

Subject: Getting Past Enemy AGT/Oblisk
Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:13:00 GMT
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AGT and obelisk cant shoot u if your to close to it... a silgle apc can get you in fornt of the door... if the base is empty, bloying the thing up is an easy task... if the base is full, well, goot luck...

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Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:13:00 GMT
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APC's have enough armor to make it past the AGT/obolisk in one piece, even with 2 or more Mammoth's/Artillerily's shooting at you.The trick is staying alive long enough once you get out of the APC.Another trick is being a good driver. (DO YOUR HOMEWORK AT DRIVING SCHOOL!)(hehe)
