
Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 13:06:00 GMT

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I agree that AGT can kill man a lot faster than Obelisk. In some map if you are smart enough that you can use light tank which outrange the rocket from AGT you can take it down without losing the light tank provide there is no repair to the AGT. Tanks are weak against Obelisk and it is a lot harder to dodge the laser when you are in a tank. Since GDI has better tank and Nod has better man (Stealth BH and LCG BH), it seems balanced.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 13:57:00 GMT

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agt do harm tanks preyyt well ...only its rockets tho but it really tears up art.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:02:00 GMT

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Does anyone use the Bad Language filter during games? Does it even work? I don't!

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:06:00 GMT

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can u actually dodge the obelisk laser with infantry?

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:11:00 GMT

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I think the Obelisk is better, they both have their advantages and disadvantages.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:13:00 GMT

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yes but the oblisk also has a major bug problem hopes its fixed after the patch

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:13:00 GMT

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Nah, I think mine is off.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:34:00 GMT

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It dont work

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:57:00 GMT

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its not a bug cupper... it takes 3 seconds to charge in first shot

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:59:00 GMT

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no there is a bug tho

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 16:04:00 GMT

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The Obelisk sometimes misses its target. That's the bug.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 19:58:00 GMT

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actually it singes a person, i'v seen it i'm runing towars power with people with me i turn around and see a lader hit the guy as he jumps and see smoke come out of his ass, but his health goes all the way down to health bar.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 21:30:00 GMT

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From my experience, I think AGT is better than the obelisk. Especially with infantry, but even with tanks. I stole a mammoth on "Under." It was at full health, so I drove it into GDI's base. It was ripped to shreds quite quickly by the AGT.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 21:48:00 GMT

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The obelisk is def. better. On many cities, like Walls, you can run in with a buggy right by the AGT and take your choice of buildings, besides barracks. You can't do that with the hummer. Plus its very good at stopping tank rushes, even well planned ones. Sure the AGT can stop infantry rushes, but who does? Oh and another thing, once in the WOI forum game we charged the obelisk with about 7-8 engines, and not one died. It seemed like the obelisk got confused and couldn't decide who to shoot.

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 22:12:00 GMT

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rofl that sounds like fun to do, but the question is, where was the enemy?

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 22:40:00 GMT

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quote:On many cities, like Walls, you can run in with a buggy right by the AGT Is this a stealth AGT? I've never seen one on walls.....

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Thu, 04 Apr 2002 00:17:00 GMT

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I don't think the same exactly. The Obelisk does as much damage to vehicles as it does infantry (about 310 damage per shot). The AGT can cut through infantry a lot faster than obelisk but doesn't do much to vehicles. And if there's cover-points between infantry and Ob. they can run between cover and not get hit due to charging time BUT.... If you have ever played on the Hourglass level, you may have found that you can charge an AGT with 1 APC and when you get close enough that it can't attack, the APC has lost only about 1/2 of its total health. If you charge an obelisk with an APC on that level, however, it will blow up about 1/2-3/4 of the way towards the

tower(2 shot to take down APC), meaning it usually kills YOU 2, afterwards. So charging an obelisk would take at least 2 APCs to do in that case. Basically, AGT is good on infantry, Obelisk is good on vehicles

Subject: AGT is better than Obelisk???

Posted by [Anonymous](#) on Thu, 04 Apr 2002 00:20:00 GMT

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hell no AGT SUKS MAN OBLITEK IS WAY BETTER IT GETS TURRETS..
