
Subject: How to get past the Defenses

Posted by [Anonymous](#) on Mon, 01 Jul 2002 23:24:00 GMT

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Both the AGT and the Obalisk are very powerfull defenses. Some say that the AGT is less powerfull. AGT: Has 4 machine guns that don't stop firing and a rocket launcher. Its hard for infantry to run around a GDI base when the AGT is shooting at them. The AGT doesn't do much damage against units but has a constant damage being done on them. A Nod buggy can easily drive to the PP on City. Same with the APC, in fact the APC can get people into almost all the buildings in the base. Obalisk does alot of damage, it takes away 300hp per shot (I think). Infantry can easily swarm the obalisk providing they run far apart cause obalisk can take out several people that are in close proximity to each other. When rushing the obalisk with tanks 1 tank WILL be lost cause of it. Usually 2 APC's can reach the obalisk with 1 of them being destroyed.

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Posted by [Anonymous](#) on Tue, 02 Jul 2002 01:48:00 GMT

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Yeah I would rather take on the AGT with a vehicle rather than the Obelisk as the AGT is alot less powerful.

Subject: How to get past the Defenses

Posted by [Anonymous](#) on Tue, 02 Jul 2002 07:45:00 GMT

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Being an infantry-minded player, I have learned to hate the AGT. I mean, I'll hop into a tank if the situation calls for it, but there are generally plenty of people on my team who are better drivers than me, so I let them handle that end. Personally, I prefer non-defense maps - they allow the game to be conclusively rsolved more often instead of going to points. I mean, when was the last time anyone played Under where the enemy base actually got destroyed?

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Posted by [Anonymous](#) on Thu, 04 Jul 2002 12:38:00 GMT

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Bah, I just stand in tunnel as GDI Gren, and take out airport..... and do that constantly - annoying nod greatly, and ac***ulating wealth @ the same time.

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Posted by [Anonymous](#) on Fri, 05 Jul 2002 10:25:00 GMT

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I fear them both. However, the Obby is less scary to me because I know how to fool it on certain maps. Especially Hourglass, you just need to get a Gunner (no tank is very effective, and the Gunner can hit any Nod structure except for the Airstrip) and stand next to one of the rocks. It will fire at you, but never hit. If other gunners have taken out the Turrets, tanks can roll in. Or, 3-infinity Gunners can stand up there and take out the Obby, then HON, then ref, then charge with everything the team has. I have not yet been able to try this, as no one knows the power of Gunner on that map.

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Posted by [Anonymous](#) on Sun, 07 Jul 2002 09:28:00 GMT

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the oby blows... it lets hotwires get into the powerplant on under FFS. AGT is much better.. and unstoppable with a few mammys around it
