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Subject: Re: AGT?

Posted by [Goztow](#) on Thu, 31 Jul 2008 06:50:07 GMT

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AGT is fine as it is: it keeps all infantry out, as opposed to the obelisk who just kills one and lets the 2nd pass (if distance isn't too big), and does a fair amount of damage on vehicles. It can help you kill stanks quite efficiently, all the rest can be seen anyway and should be stopped by tanks rather than by the AGT as GDI has superior brute force.

I can understand that in really huge games, like 30 players or more, one could ask for a stronger base defence but then again: if people didn't change the vehicle limit, there will only be 7 vehicles + harv per side max anyway.

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