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Subject: What do YOU do when the AGT is destroyed?  
Posted by [Anonymous](#) on Tue, 26 Feb 2002 17:05:00 GMT  
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I haven't played many games where I've been on the Nod team and they're been winning, but I'd go for the barracks or power plant straight away. Same thing as with the Nod base when the obelisk goes down - if you stop their ability to produce good infantry then they're screwed. Vehicles are too expensive to rely on. That and if you kill the barracks they can't produce any more Hotwires.

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