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Subject: What do YOU do when the AGT is destroyed?

Posted by [Anonymous](#) on Sun, 24 Feb 2002 22:09:00 GMT

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quote:Originally posted by Devon:If I destroy the AGT I usually save my cash for a stealth tank, a stealthed black hand and a nuke. I sneak up behind the refinery, take it out by placing a nuke behind it, jump back into the stealth tank and drive behind the WF and start to fire at it. That way GDI has to choose - look for nuke beacon or save WF. Either way they are screwed.lol good luck like I had said in my preveruse posts 'not all players are stupid' you honestly think ALL players would run after beacon no way.Im sure one player would turn into a Eng. and begin to disarm the beacon while the others go after YOU!. that why if you deploy a beacon its best to stay with it cause you never know... maybe it might get disarmed before you even have a chance you hitting there other building.

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