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Subject: What do YOU do when the AGT is destroyed?  
Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:44:00 GMT  
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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.

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