
Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 14:45:00 GMT
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Yeah, without the AGT the base is an open market for stealth units. If you only have a stealth black hand you can actually steal a tank and shoot down a building without GDI knowing what hit them until it's too late.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 17:40:00 GMT
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Without the AGT they are pretty much helpless, however if they manage to get a Mammoth Tank out things can change. Usually I'll be a Tech and hitch ride or take the cave entrance and go for the Weapons Factory or Powerplant. Most of the time I just go for a Flame Tank.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 17:57:00 GMT
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If I'm Nod I jump into the wonderful world of stealth, since the GDI base is nearly helpless against it without the AGT. If GDI I pull out a med tank if I have the money, and sit sorta in the middle of the base so I can get around fairly quickly to kill engineers and black hands if I see em.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:26:00 GMT
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When Nod I try to beacon the pedestal or pound the buildings. As GDI, try to keep the tunnels mined as well as the remaining building entrances. On some of the teams I've played with they'll park 2 mammoths across the entrance to keep vehicles out.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Fri, 22 Feb 2002 21:33:00 GMT
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I've never been able to destroy the AGT before... I've destroyed the obelisk, but AGT is a different story... *OUT OF TOPIC* Why aren't there school buses in CnC Mode?

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

Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:07:00 GMT

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the AGT is easy to destroy, i have at least 10 AGT's painted on the side of my FLAMETANK

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

Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:17:00 GMT

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be tech again, and pus c4 in buildings.... Put timed first, then remote... wait till the timed explode, and detonate remote... no more wathever the building once was, without drawinw attention on it utilt it's completely destroyed (cause if you don't detonate remote until timed blows, there's gonna be no warning....)

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

Posted by [Anonymous](#) on Fri, 22 Feb 2002 22:18:00 GMT

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be tech again, and pus c4 in buildings.... Put timed first, then remote... wait till the timed explode, and detonate remote... no more wathever the building once was, without drawinw attention on it utilt it's completely destroyed (cause if you don't detonate remote until timed blows, there's gonna be no warning.... works quite well)If you can, buy a beacon and leave it in another building on the way... 2 destroyed in less than one minute!!!

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

Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:27:00 GMT

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For the first time since the demo was released, I destroyed the AGT. After that I continued purchasing vehicles and trying to pound the Weapons Factory. There were about 4 HOtwires in there so I could not do any damage. That was a bad idea.What I should have done was purchase a nuke, go thru the trenches while my team is pounding away in vehicles and place a nuke either right next to the Infantry barracks or Power Plant. If you can afford a stealth black hand then go behind the weapons factory and place it there.Just sharing my experiences.

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.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 00:59:00 GMT
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Devilish, indeed

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 10:40:00 GMT
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I would buy a nuke beacon a stealth black hand. Run into their barrick and put the beacon on the beacon zone. I did it once. When I entered the barrick I took damage from mine so I have 3 HP left. There were 1 hotwire and a engineer in the barrack repairing it for other damages. I put the beacon down and shoot at them then I remained stealth. 4 Engineers try to disarm the beacon so I randomly shoot at them the panic and jumping around and missed the beacon. Someone killed me just before the nuke arrived. After I respawned the nuke hit and the GDI is destroyed.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 13:52:00 GMT
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Its A=davance G=uard T=ower.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Sat, 23 Feb 2002 15:18:00 GMT
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quote:Originally posted by CrazyHavoc:Its A=davance G=uard T=ower. ah, that simple

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Sun, 24 Feb 2002 00:34:00 GMT
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What does ATG mean???

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

Posted by [Anonymous](#) on Sun, 24 Feb 2002 00:36:00 GMT

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What does ATG mean???

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

Posted by [Anonymous](#) on Sun, 24 Feb 2002 08:17:00 GMT

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When I'm GDI and the AGT goes down, I usually get a shotgun trooper and go to watch the tunnels. Inevitably someone tries the tunnel run...

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.

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

Posted by [Anonymous](#) on Mon, 25 Feb 2002 19:02:00 GMT

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After AGT is out, i buy blackhand and nuke and place in barracks on pedestal

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

Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:21:00 GMT

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ahh winsett.. it folks like you that get me then.I got the GDI powerplant last night witha nuke (they never found it) and returned as a stealth black hand with another nuke. unfortunately i found 2 shotties and a rocket launcher rushing up the tunnel at me.I was like ****... i'm toast. The rocket nailed me in the chest and i was screwed (and dead).

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.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Tue, 26 Feb 2002 18:01:00 GMT
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I don't see why NOD players are complaining that the AGT is overpowered... you just have to have strategy! Once it is gone, your stealth team will OWN the GDI!

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Wed, 27 Feb 2002 06:26:00 GMT
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It's a meatfest when the AGT is down. I saw it last night. Flame EVERYWHERE. Stealth tanks and cloaked dudes running all around. Every GDI team should devote one guy to spend 30 minutes near the MCT of the AGT...so it won't be destroyed, otherwise GDI is good as screwed.

Subject: What do YOU do when the AGT is destroyed?
Posted by [Anonymous](#) on Wed, 27 Feb 2002 07:53:00 GMT
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I turn my computer off!
