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Subject: How to get past the Defenses

Posted by [Anonymous](#) on Tue, 02 Jul 2002 07:45:00 GMT

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Being an infantry-minded player, I have learned to hate the AGT. I mean, I'll hop into a tank if the situation calls for it, but there are generally plenty of people on my team who are better drivers than me, so I let them handle that end. Personally, I prefer non-defense maps - they allow the game to be conclusively resolved more often instead of going to points. I mean, when was the last time anyone played Under where the enemy base actually got destroyed?

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