
Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Wed, 27 Feb 2002 10:25:00 GMT
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I've found that AGT rushes don't really work in games with more than about 4 players. My engine usually gets nailed and the beacon disarmed in rather short order. Flame tanks against the AGT and 2 hotwires+patch sneaking into the power plant usually will win the game.
