
Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Wed, 27 Feb 2002 07:14:00 GMT
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buy a humm-vee and park it sideways in your agt so it covers up the mct, and you caan mow down all enemies that come in through the door. this isn't effective what so ever against flame rushs but it completley stops engy rushes in their tracks.

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Wed, 27 Feb 2002 07:23:00 GMT
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just place mines inside the building so when a person jumps out of their vehicle and runs in, they blow themselves up. Also set mines outside right against the wall. Just remember that each team can only have a total of 30 mines or remote C4.

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Wed, 27 Feb 2002 07:50:00 GMT
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That's nice!

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 engie 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.

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Wed, 27 Feb 2002 19:29:00 GMT
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i hate u *****s who put miens all over.. so noobish.. put mines on the way down.. so the tanks die before they can get to the tower? ever think of that?

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Wed, 27 Feb 2002 19:46:00 GMT
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if it kills it works...but if i tried that in a game... the humvee would be stolen in 15 seconds...

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Thu, 28 Feb 2002 09:18:00 GMT
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Hey Punk!!! proximity mines don't explode from tanks, and the way down is far too large to put mines all over.[March 01, 2002: Message edited by: EAVetAlex]

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Fri, 01 Mar 2002 15:11:00 GMT
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and there is a maximum of mines for each side so u have to use them only at vital spots.

Subject: An easy / cheap way to defend your agt
Posted by [Anonymous](#) on Fri, 01 Mar 2002 16:01:00 GMT
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quote:Originally posted by PuNk:i hate u *****s who put miens all over.. so noobish.. put mines on the way down.. so the tanks die before they can get to the tower? ever think of that?Teh closer you are the the object you are defending the less mines you'll need. So don't put them too far away.Oh, and I see no reason to call anyone newbs for this!d suggest put at least 10 to 15 mines infront/inside of the AGT, and the rest at the tunnel. Always have at least 1 (if it's 8 vs 8 to 16 vs 16, I'd suggest more) person help defend the AGT from attacks. Same with the Obelisk.
