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Subject: Tactics that can save the day. MUST SEE!  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 22:55:00 GMT  
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WEll I have a rank in the 300's and the beacons dont have a 20 seconds 'fuse'it takes abotu 5 seconds to deploy, and about 45 seconds to target!m not sure what the disarm speed is, though...Often, tanks can be good for rushes.I was playing GDI in hourglass, and we defended so we were already winning by points and they had no chance unless they got lik,e 10 flames I got in a med tank as a hotwire, and a mammoth and apc came with me. We went left, the mammoth took the obeliks hits, we all shot the obelisk, apc went god knows where, and during all this chaos I drove my med tank over to the tiberium refinery.the obelisk got me low and a light tank finished me off, but I managed to hop into the refine and put all my c4 on and boomwe won anyways, but it worked well

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