
Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:40:00 GMT

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quote: Oh well i'm sorry to have to point this out to you but most well organized teams area able to stop a flame rush with relative ease...It's not as if a few med tanks backed up with hotwires are not able to destroy 5 or 6 flame tanks, so its not like nod has an easy time winning with just a rush.... I assume that was a reply to my post. I never said anything about FLAME rushes. I'm mostly talking about APC rushes. Let me give you an example (although this is true on most defended maps): on the map Hourglass, GDI has to pound the Nod base with tanks and/or rush with medtanks/APCs to penetrate the defenses. All Nod has to do is take one (two or three if there are defending tanks) APCs and drive behind the GDI war factory and they have access to the refinery, warfactory and pp - and you can't mine all those buildings and the AGT. So you almost always manage to take one down, especially if you've got someone to help you take care of incoming infantry while you wait for your C4 to blow up. Meanwhile, a GDI APC can't even make it all the way to the Nod Obelisk before it blows up. See my point?
