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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 11:15:00 GMT

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Havoc works really well as a beacon defender too (course Havoc+Beacon=2000). The key is get away from the beacon quickly, so Nod doesn't know where you are sniping from right away. I used this tactic on Islands the other day. I planted a beacon right next to the Hand and ran up the ramp on top of the wall. The engies trying to defuse the beacon hardly moved and were easy to pick off. I think I killed 5 of them.~buzd

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