Subject: Defending beacon as GDI
Posted by Anonymous on Tue, 02 Apr 2002 03:08:00 GMT
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I love placing beacon... This is always fun. As Nod we all know how to earn this easy pleasure : Stealth BH + nuke + C4 on it, do the job well... But when u r GDI this more difficult as u r not invisible. The hardest thing to endure, is when u managed to infiltrate the Nod base, placed the beacon, and then being killed and the beacon disarmed .... GRRRR What a real pain !!! Yesterday a random event give me a simple idea. We were playing on volcano (open space & no AGT/obelisk). The game was very offensive and many buildings were down on each side. At the end the GDI had the refinery left and Nod the airstrip (strong advantage for them). I took a shotgunner+ion beacon, infiltrate the Nod base, and placed the ion (+C4 on it)outside the airtstrip building...5 engys jumped on me. I only killed one them before exploding under their C4... Later one of them died with my C4 but with 3 engys left, i believed that my beacon had no chance to survive. And a nuclear strike was called....Suddenly I see the GDI victory screen !!! And the scores show me that the ion beacon was successful ! How can it be possible with 3 engys left near ???I got the answer in the next game, when "Mr.Mendoza" (thx u guy !!!) told me as a sniper, he had killed all the engy left... So this was a start for building a little little strat :- with teamwork : try to place the beacon in line of sight of a teammate sniper.- with no teamwork (harder need a lot of luck) : take a sniper and try to defend your beacon by yourself ! (on some tricky map this is possible)Yes this is not the greatest idea, but i think it could help sometimes...