
Subject: The ion beacon!!

Posted by [Anonymous](#) on Sat, 09 Mar 2002 07:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Best anti-infantry duo: Engineer + Mobius/Mendoza (The volt rifle drains away health faster than you can blink your eye and a few head shots with the pistol can help chip away the health even faster. This also adds a lot of confusion to the enemy making your attacks more successful. Personally, I prefer to use Sydney/Ravesaw because for some reason I end up racking up more kills that way... Go figure...)Best anti-tank duo: Sydney/Ravesaw x 2 (Although it can be more expensive than a couple of tanks from either side, they can plow most of the inexpensive vehicles and help slow down those darn APC rushes. I love using these guys later in the game as a defense especially when the Obelisk/AGT is down or not part of the map.)Best anti-building duo: Rocket Launcher Soldier x 2 (Imagine, 2 rocket soldiers versus a tiberium refinery... OUCH! They are cheap early on in the game and when you get a group of them with a few regular infantry to protect you then you basically own the map from the very start. 2 of them are enough to take out the refinery given that every single person on the opposing team is not repairing it, most likely they are not because of the lack of teamwork...)Best anti-building duo (late in the game): Engineer x 2 (You can also do this with a vehicle probably with an APC stuffed with anybody else that wants to come along. I was never good with APC rushes because I can do them on foot a lot better for some reason but when you plant those C4s on any master control terminals the building is officially turned to rubble. I don't see them needing a lot of defense especially if you use the regular engineers since they don't cost you any money to start with them...)Best GDI vehicle duo: Mammoth Tank x 2 (They are slow but they are powerful. If you take it a few treads at a time you can practically dominate the map once you get them. It is probably best to start taking out the big opposition when you are using them though so they don't take out your armor faster than you take out theirs.)Best NOD vehicle duo: Flame Tank and Mobile Artillery (Sounds kinda wierd but it works. On maps like hourglass and city you can use the flame tanks as a distraction when defending or attacking. When both vehicles are strafing back and forth and the flame tanks is shooting wildly the opposing team will have a much harder time hitting your mobile artillery. Plus, the flame tank serves as a great shield for your mobile artillery.)I hope this helps.[March 09, 2002: Message edited by: OOSquishy]
