Subject: Re: Beacon + what char.?
Posted by newcmd001 on Tue, 14 Jun 2005 16:20:28 GMT

View Forum Message <> Reply to Message

The easier ones to go with would be (for me) Mobius/Patch for GDI and Mendoza/SBH for Nod. They're excellent anti-infantry and will last long enough to rid off any engineers who come around to visit my beacon.

For tanks I would have used APCs some time ago, but now I prefer stealth tanks for Nod and for GDI, a medium.

I haven't been able to nuke successfully for a while though. (Haven't been playing Ren for months because I was away in Singapore studying and I don't have a lap(top); internet connection was a rare commodity.)