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Subject: Re: nod stragedy

Posted by [Alexraptor](#) on Tue, 14 Mar 2006 13:50:57 GMT

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w0dka wrote on Sun, 05 March 2006 03:49 Feetseek wrote on Tue, 28 February 2006 17:40 Really? Using a flamethrower in a flame tank increases damage? I never knew that

oh ...sure... and a SBH that fires with laser on the top of the obi can give it energy to fire without pp....

but back2Topic....

Just another hint for Beacons... after deploy it place your timed there... hopefully it killes some engis...and if they try to disarm..block their repairbeams with your body and nuke them with laserifle...you will killed but maybe they cannot disarm it fast enough...

as i already said, great tactic.  
I just wanted to say, thank you.

my nuke success rate has risen from 30-40% to 90%.

I just came from a game on n00bles and nuked 2 buildings all by meself. and in both instances, my timed c4's took out the engineers trying to disarm it.

i was actually a bit suprised on the 2nd building, wich was barracks, i went in and placed nuke near MCT, and placed a timed on MCT, but apperantly GDI didnt see it and got caught in the blast

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