
Subject: My best Ren Game EVER

Posted by [coolmant](#) on Sun, 08 Jun 2003 01:15:10 GMT

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General HavocA-DawGi belive tunnel beaoning is fine- you can still disarm them.

You must be some Uber Engineer to disarm them. From my experience of seeing this done, they place the three beacons silumtaneously, by using the game clock. Next they place around 12 proximity mines around them, then around 6 timed C4's and 4 Remotes thrown in for good luck. Then they get ther sniper bodyguards to do some target practise on stray Nod soldeiers. So it isn't that easy.

One time was jyst funny though, GDI did this trick with 5 ions and around 10 people were in the tunnel. So as Nod we had 5 stealth tanks ready so we just rushed whilst they were messing around in the tunnel and 0wned the whole base, it was just funny to see them pour out the tunnel to see that there base has been totally destroyed.

_General Havoc

This is exactly how it was done. Prox. C4 all over then snipers to pick off anyone who survives. It works well on this map, but this map only.
