
Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Wed, 23 Oct 2002 14:16:00 GMT
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Ok this works the best on Walls but also works on city if the defense is down... what you do: Get a flame tank or med laod it with 2 ppl Driver = Beacon Passenger = Gunner Drive explains that hes gonna plant somewhere then someone gets a heli loads it with ppl and awaits near the enemy base and the heli is full of ppl... brief your ppl to defend the beacon. When the driver gets out to plant the gunner covers him. then when its planted you IMMEDIATELY fly in with reinforcements and drop them... its good to have hotties/techs so they can mine the area and have your men set up parimeters around the beacon... this is an effective way of brining in a defense force for a beacon... it worked like a charm when I did it I'll tell you the story.so we're nod and this guy buys a flamer says he has a beacon and wants someone to go with him... an engineer gets in and he explains the plan.. I agree I will bring in a drop squad to help defend his nuke against the barix.I load my team up with a shotgunner and flame thower (we had no hand) so I hear it being planted and I drop my squad off... the driver is out of his vehcile fighting and the passenger is in his vehcile shooting from it.. while my drop squad is fighting off hotties and engys... I ended up saving the beacon because he was getting overwhelmed with gunners and engys and hotties... but the shotgunner and flamer kick some butt and the beacon went off..

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Wed, 23 Oct 2002 14:26:00 GMT
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People post alot of good tactics all the time, but the problem is always the same.If you can get more than 2-3 people to listen to you on your team you are EXTREMELY lucky.

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Wed, 23 Oct 2002 17:48:00 GMT
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Yes, these stradegies work very nicely if everyone cooperates. However, 4/5 times they won't.Therefore single-man strads are teh best

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Wed, 23 Oct 2002 20:33:00 GMT
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quote:Originally posted by Javafx:Yes, these stradegies work very nicely if everyone cooperates. However, 4/5 times they won't.Therefore single-man strads are teh best hmm - not if the enemy base is CRAWLING with hotties/techies --->you need to plant multiple ones - and have back up.i've been in to many games where lone wolf's go it alone - plant a beacon - lose it - and then get wasted themselves -- and watch as the enemy score increase by 300 points a pop... (excuse the pun) - thereby losing the game....dont get me wrong - single man placement is effective - if

your enemy is not playing 'd'.but if you keep hearing "beacon disarmed" -- it's probably not a good idea to go in it alone.(at lease have an st standing by to run the enemy over as they disarm)

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:48:00 GMT
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most poepl arent tem players

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Thu, 24 Oct 2002 11:01:00 GMT
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Imao, but going solo is one of the more ineffective ways of playing the game. Teamwork will work great when the right people are involved.The best happy medium is to 1-3 groups acting as teams and having others satillite the groups, or to try and herd the people doing their own thing by singling out targets.hehe, I need to play a clan match.

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 00:15:00 GMT
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Well there is an easy solution for teamwork problems: get friends! Its a whole lot easier to plan things when you know you can trust your buddies.And I don't mean you should have some buddies from..."real life", just play with people in the net and get to know them.

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 04:17:00 GMT
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quote:Originally posted by Scy:Well there is an easy solution for teamwork problems: get friends!
Its a whole lot easier to plan things when you know you can trust your buddies.And I don't mean you should have some buddies from..."real life", just play with people in the net and get to know them.FRIENDS!? What is the meaning of this word of which you speak? I don't think i have any of them!

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 04:19:00 GMT
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Well, if you rush into a base "crawling with hotties and techs", it doesn't really matter much to me, because I'm a sniper 9/10 of the time anyway. I'll plant the beacon, backpeddle, and guard it. Its very rare that I would lose that oppurtunity to more than 2-3 hotties or techs.

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 05:37:00 GMT
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quote:Originally posted by lukazan: quote:Originally posted by Scy:Well there is an easy solution for teamwork problems: get friends! Its a whole lot easier to plan things when you know you can trust your buddies.And I don't mean you should have some buddies from..."real life", just play with people in the net and get to know them.FRIENDS!? What is the meaning of this word of which you speak? I don't think i have any of them!Well, try to make some then You'd be amazed how much easier its to co-operate with buddies!

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 05:50:00 GMT
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quote:Originally posted by Javafx:Well, if you rush into a base "crawling with hotties and techs", it doesn't really matter much to me, because I'm a sniper 9/10 of the time anyway. I'll plant the beacon, backpeddle, and guard it. Its very rare that I would lose that oppurtunity to more than 2-3 hotties or techs.you misunderstand -im not saying you cant lay a beacon solo - but when the enemy is on base defense - multiple sappers would make it easier --BTW - as a sniper - you should be standing at a distance covering a beacon someone else plants - in you view -- nothing sweeter to shoot those techs standing to disarm...IMHO - lol

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 06:15:00 GMT
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I have actually teamed up with an engineer on mesa, and sniper covered for him while he planted the beacon. (Airstrip was down) I laughed so hard watching base defenders getting mowed down trying to get this one little engy that was waaaaaaaaaaaaay far away from me. Sniper cover is a good idea if you can get just two people together.

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Fri, 25 Oct 2002 06:22:00 GMT
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quote:Originally posted by KIRBY098:I have actually teamed up with an engineer on mesa, and sniper covered for him while he planted the beacon. (Airstrip was down) I laughed so hard

watching base defenders getting mowed down trying to get this one little engy that was waaaaaaaaaaaaay far away from me. Sniper cover is a good idea if you can get just two people together.exactly!! ---- funnier when your a teampayer....! "Stay away from the cans - someone hates the cans" Steve Martin - The Jerk

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Sat, 26 Oct 2002 09:38:00 GMT
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The statement is simple: "Everyone has a Rambo on the inside..."Some people ONLY CARE about POINTS, KILLS, etc.But what's important is the victory of a team.Once I was an MVP (it was the first time I got it, but our team lost). How did I get the MVP?Not through killing, but through repairing. Did I really deserve the MVP?No.

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Sat, 26 Oct 2002 23:33:00 GMT
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quote:Originally posted by KIRBY098:I have actually teamed up with an engineer on mesa, and sniper covered for him while he planted the beacon. (Airstrip was down) I laughed so hard watching base defenders getting mowed down trying to get this one little engy that was waaaaaaaaaaaaay far away from me. Sniper cover is a good idea if you can get just two people together.I love sniper cover when planting a beacon. Most enemy engineers tend to stand still while disarming after disparting the person who planted the nuke/ion.It makes them easy pickings for your sniper cover.Line them up.....1, 2, 3Pop...Pop...Pop

Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Sat, 26 Oct 2002 23:44:00 GMT
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Subject: Very effective nuke/ion defending tip
Posted by [Anonymous](#) on Sun, 27 Oct 2002 02:11:00 GMT
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I once coordinated an beacon rush with my team, everyone worked as an team and GDI couldn't stop us, here's the plan:4 sbh's would deploy their nukes on the roofs of the buildings in the sniper's scope, snipers cover the nukes and the sbh's get the tanks. meanwhile 3 apc's are entering the GDI base to help slaughter the hotwire's and engineers. the rest of the tanks (artilliries) continiously shoot at the refinery or powerplant forcing some GDI hotwires to repair the buildings giving the nukes more time to go off. the game lasted 4 minutes

Subject: Very effective nuke/ion defending tip

Posted by [Anonymous](#) on Mon, 28 Oct 2002 10:10:00 GMT

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quote:Originally posted by thousand_sun: quote:Originally posted by KIRBY098:I have actually teamed up with an engineer on mesa, and sniper covered for him while he planted the beacon. (Airstrip was down) I laughed so hard watching base defenders getting mowed down trying to get this one little engy that was waaaaaaaaaaaaay far away from me. Sniper cover is a good idea if you can get just two people together.I love sniper cover when planting a beacon. Most enemy engineers tend to stand still while disarming after disarming the person who planted the nuke/ion.It makes them easy pickings for your sniper cover.Line them up.....1, 2, 3Pop...Pop...PopThose are usually noobs.You'd be surprised that when a group is repairing a beacon and their friends start falling, they still don't seem to move.
