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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..

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