
Subject: Ion/Nuke Madness

Posted by [Anonymous](#) on Wed, 07 Aug 2002 05:55:00 GMT

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Ok, don't know if this has been said but I need to make a point. In really close, large player games, DO NOT repeatedly try to Ion/Nuke the other team's base if they keep disarming them. I see this all of the time on walls_flying. You have a team that forces the other team into their base on defense. The defensive can chew you up and keep the score close if they play it right. Then they have plenty of engines running around to disarm your Ion/Nukes. Usually it is a Nuke because SBHs get in easy on this map. Do you know how many points this gives the other team!? I have lost so many games that my team should have won because we kept trying to Ion/Nuke the other team and not just pound them to death. Funny, think about it, if those few nukers would stop and support the siege we would have a better chance of winning. We could use the snipers to take out defensive snipers, engines to repair the Arties, and just plain old fire support. I see good people who try and organize this kind of teamwork, constantly get frustrated and leave good servers because of this. Don't get me wrong, Ion/Nukes can be used to do good things! I've been on many a winning team because of a properly used Ion/Nuke. Just know where and when and how to use them (each map is different, and the number in the server makes a big difference too). It is like any other character, vehicle, or weapon in the game. There is a time and place for everything. What I call Ion/Nuke Madness is really annoying! Up there with the, "Let's keep Mammy rushing problem." I know this is more for new people but I just need to vent and maybe it will help. Any comments, flame now! Thanks for your time and have a nice day!
