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Subject: The Art of War

Posted by [Anonymous](#) on Tue, 02 Jul 2002 00:42:00 GMT

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I LOVE rule three. Drop a beacon and f2"Alright,whos the stupid noob who wasted a beacon in our base?"Also,you want to learn to plant beacons in strange and exotic places. Like,on the hand in flying maps,you can just barely walk around to the back of those sandbags and plant a beacon there.It would take em an hour to find it there.Too bad they only have 40 seconds! Works great with a distraction. Try one guy in an APC on the other side of theyre base.

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