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Subject: Dead 6 Special

Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:25:00 GMT

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Even better is to take a squad of shotgunners, riflemen, and grenadiers/flamethrowers for an attack. Three timed charges take out a building, and the three character classes give a great mix of abilities: riflemen are surprisingly good against aircraft, especially when there's more than one. bring two. shotgunners are the ultimate close-range soldier, they can take out any infantry unit in ONE HEADSHOT. Two are good. grenadiers/flamethrowers are good medium-range antivehicle and anti structure units. Grenadiers can arc their projectiles to hit targets from out of sight, flamethrowers fill a great dual role, etc. Even better, they can take out structures by themselves! With an attack team of two each from these classes, and some luck and skill, you can take out not one, not two, but THREE structures in one attack. See, three people plant c4 on the first MCT. They move to the next building, and the other three plant their c4. Now, they move to the third building and the grenadiers/flamethrowers blast the MCT while the shotgunners and riflemen defend them. I've seen it done this way(or similarly) before, and it is VERY effective...better than a tech rush, or an expensive elite attack like that one. Heck, it beats any rush in terms of overall cost, even after the buildings go down they can continue to attack, killing infantry and vehicles. Best part is the overall cost of such an attack: nothing. Only bad part is, it's best done on no-defense maps. With a little cash, though, you can do the same thing on a defense map with an APC or three hummers.

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