
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:31:00 GMT

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When the enemy are zealously defending their hand of nod, I find the best strategy is to have 3 players. one with a sniper (1000\$ sniper a bonus), one with a med tank/light tank/artillery/mrls, and one with an apc + beacon. You attack the enemy base with the apc/tank combo, the sniper as a passenger and the drivers doing any repairing needed. Once all of the enemy team runs into their hand to repair it from the tank/mrls/artil shots, your beacon guy runs up to their base, defended by the tank/biggun and the sniper. After planting the beacon outside you just sit tight, with the sniper miles away watching the beacon like a hawk. The enemy team usually tries first to disarm the beacon. When that doesn't work they all run out and try to get the APC that's getting them. If they use flamers/gunners/lasers/engi's this usually works, and you lose the APC. Now the enemy team tries to repair the beacon, but people repairing beacons are so easy to snipe, and there is still a tank/mrls/artil attacking the building all the way through. If by sniping of their own they manage to get your sniper, they usually still lose the structure by the beacon going off. If the beacon is also disarmed the mrls often does the job. If they fully repel your attack, you can guarantee it's bigger than a 3 player game, so just double your numbers and try again. bottom line - it's incredible hard to disarm a beacon when a sniper is watching from afar. This tactic takes full advantage of this. [April 21, 2002: Message edited by: [uscm]DarkFox]
