
Subject: Warfactory nuking tactic

Posted by [Anonymous](#) on Wed, 27 Mar 2002 21:22:00 GMT

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i think the important thing here is not where to plant it, but when. i'm no expert on beacons by any means, but it seems to me that if you plant it when the base is full of enemies running around and there's no other activity, then it's a bad time to plant it. it would be best to wait till the base is nearly empty or when there's a lot of action happening (ie your side is rushing the base or creating havoc in some way or other). remember, if they disarm it, it gives them lots of points and you wasted your money and time for nothing. i was once in a game on islands as gdi. it seemed like every minute there was an ion cannon beacon warning always followed up by beacon disarmed. our side gained nothing and gave away way too many points, not to mention all the money spent. nod won easily...[March 27, 2002: Message edited by: zukkov]
