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Subject: Beacon + what char.?

Posted by [mision08](#) on Tue, 24 May 2005 23:42:43 GMT

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My favorite is a technician in a stank. This combination gives you many options to destroy a building or two. If we are talking infantry only though, I would have to say the sbh. On gdi I prefer to use a hotwire with the intent of destroying the building with C4. If I needed extra fire power I would switch to a chain gun. The trick to setting nukes and ions is to have cover and try a mass setting party. 45 seconds is a long time when your all alone!!! Plus, if you fail you give the enemy 300 easy points. I cant tell you how many games at Hourglass we take out the PP right off the bat. Then loose after the time limit because everyone wants to nuke and snipe instead of flame rush.

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