
Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Sniper_De7](#) on Sat, 16 Dec 2006 13:08:16 GMT

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What usually happens is that on field or whatever and I'm behind the hill they won't rush out together at the exact same time, and by the time they do they don't always rush right away, they might take some time - by that time i will have already shot at one med tank and he's probably half-health. I wouldn't say he's exactly stupid to not rush, because he would have died if he didn't, and they may have *not* killed me if they rushed. But yeah, it's more of lack of experience. but it only works if you're behind cover because most people can't hit an arty behind cover because that takes experience. As for a tech'd art taking 3 meds, that's pretty easy even if you're not behind cover because half the time they usually miss and if you're behind cover, good luck GDI.

I remember one time specifically when i was GDI though, and I ha da med behind Nod's hill and was trying to hold back Nod by myself (my team wasn't doing jack) and eventually Nod got the idea to rush to kill me and they rushed with a light tank and a tech'd art. Normally you think a tech'd art would be bad enough, since an art pretty much HAS to kill the tech. Anyways, I first killed the light tank, being lucky that the light tank only got out at the last few seconds, so that he was repairing with his tech but it only took a few more shots to kill it. (IF he would have just repaired while the arty rushed I'd have probably lost/died) Meanwhile by that time the arty managed to make it to the hill lthat leads up to the bunker and I don't remember exactly how I did it but I killed the tech and then the artillery, maneuvering my way around the hill and repairing and shooting the arty.
