

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 14:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

When you hear that the opposing team planted a beacon and you are just wondering around the base doing nothing with basic inf, turn into an engy, walk around the buildings until you hear the beeping noise and then get closer to it and it will get louder. When you see it make a quick team chat (F3) saying what buildings its at (ex. "beacon at ref") and then proceed to disarm it by aiming repair gun at it (hotwires and techs will disarm way faster) until the energy is gone, you will recieve 300 points also so its worth it. Also there will usually be a stealth black hand guarding it so you may also want to include this in a chat if you die from it while attempting a disarm (ex "blackhand guarding beacon") - This will mostly save you the game or at least the building.-So many times after a beacons deployed I see 3-5 newbies standing still with regular solders when they could be helping to disarm the beacon and I am frantically trying to disarm it.

---

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 14:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

those 3-5 guys are covering u from further s soldiers..... but if u mean by franticallyabout to hit you, then yes, ur right they should be engies...

---

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Fri, 26 Apr 2002 02:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

5 basic soldiers with guns to defend against Stealth Soldiers if you don't know how to use the Engineers pistol But seeing as they can't disarm the beacon, they are obviously not needed. Engineers should be responsible for ALL in base defence.

---

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Fri, 26 Apr 2002 05:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by ZTankMuncha:5 basic soldiers with guns to defend against Stealth Soldiers if you don't know how to use the Engineers pistol But seeing as they can't disarm the beacon, they are obviously not needed. Engineers should be responsible for ALL in base defence.Very true, there is really not much or a reason to be a basic soldier in the heat of battle around the base becides being early game and shooting at a harvy to get a few extra \$. The engy pistol is really powerful if your good at head shots. Having 3+ extra engys around the base can be the diffrence between a win and a loss, when i am broke mid game I always play as an engy fixing damaged tanks/buildings and disarming beacons and tossing C4 on unsuspecting tanks.

---

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I can't stand newbie's and people like C4kitty who don't know how to play as team. Fixing buildings and taking care of beacons are a MUST... Without defending and communication--> leads to failure. Saving Buildings keep the you/game alive and prevents you from losing the game. Joining a game..5seconds later hearing building destroyed on your side = makes me want to destroy the idiots who don't understand the concept of teamwork... Always fix building, even if your on your way to MCT. You get points and credits for every second of repairing...Be smart destroy C4kitty

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:18:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by ZTankMuncha:5 basic soldiers with guns to defend against Stealth Soldiers if you don't know how to use the Engineers pistol But seeing as they can't disarm the beacon, they are obviously not needed. Engineers should be responsible for ALL in base defence.While i agree the techs should handle base defence - if your under heavy constant attack, a mobius or someone guarding the base is a big help - they can take out things like a flame tank much quicker and easier than any tech trying to plant c4 on it.

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:46:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

^ I hear ya, I just tend to hope targets like flame tanks are destroyed b4 they enter the base, cause once they are in there...The best is teams of 16 with 4 Med tanks, an APC for rushing, a Mammoth for base defence and 2 MRLS's to support your Med Tanks. Keep 5 Engies/Techs at your base for local defence and send everyone else to keep the enemy away from your base. When teams are properly oriented it makes it incredibly hard to flame tank rush.

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 13:19:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you're very right about that but don't blame the engie guys who are doing there best to defend our base and besides thatsee if u can get those lame ass one man army's to listen to each other and helpingno one is going to do that (well,some does,like me)and some of u guys ass welland when everybody is helping eachother and sharing info about the enemy it's much more fun to play the game see ya in battle

---

Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:34:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote: I can't stand newbie's and people like C4kitty who don't know how to play as team. Fixing buildings and taking care of beacons are a MUST... You can try this: Complain to the host about people like C4Kitty and if the game is either not dedicated or the host is playing on his own dedicated game, you have a chance of getting your way through. Might also work better if others also complain. (Has worked for me.)

---