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Subject: Very effective nuke/ion defending tip

Posted by [Anonymous](#) on Sun, 27 Oct 2002 02:11:00 GMT

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I once coordinated an beacon rush with my team, everyone worked as an team and GDI couldn't stop us, here's the plan: 4 sbh's would deploy their nukes on the roofs of the buildings in the sniper's scope, snipers cover the nukes and the sbh's get the tanks. meanwhile 3 apc's are entering the GDI base to help slaughter the hotwire's and engineers. the rest of the tanks (artilliries) continieusly shoot at the refinery or powerplant forcing some GDI hotwires to repair the buildings giving the nukes more time to go off. the game lasted 4 minutes

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