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Subject: Fac unit and Strats for it

Posted by [Anonymous](#) on Tue, 16 Apr 2002 06:46:00 GMT

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In field, once you get enough to buy a nuke beacon, get a team of at least 3, one of which is a flamer, and plant the nuke behind a rock either near the barracks or the refinery. Usually they can't get to it if you are not idiots. Repeat for the other building you left. Then, for the rest of the buildings, one group should pound the buildings with infantry via back tunnel, while another group flame and APC rush. Go for the AGT and the power plant if you have a choice. I used this strategy, and I have a win lose ratio of 8:2 on the map. Any changes or something like it? I want to get at least a 9:1 ratio.

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