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Subject: Good Beacon Placements

Posted by [Anonymous](#) on Wed, 19 Jun 2002 10:00:00 GMT

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hey these are for any level a simple placement that doesn't always work, when the harvester is in its unloading position, place the beacon behind it, it's a very tight spot and gives you some temporary protection, of course run to some other place and make it look like you're planting a beacon and they'll fall for it also if you see the harvy coming back, place the beacon where the harvy will be, then it will have a good amount of time where no one will be able to touch it a final trick, yah sure it doesn't always work but the few times i've tried it i've done it no prob and the gdi losers i'm playin against are too dumb to figure it out go in with stealth char and tank, tank is more important and can be done w/out stealth char. place beacon near a building wall. jump back in tank and sit over it. when soldiers come to get rid of it you can a) run the over or b) let them repair you and THEN run them over, yah they do fall for it. you may lose your tank before the beacon blows but you should know there is a good chance they can't get rid of it in time Andy aimbot1@hotmail.com

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