
Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 16:54:00 GMT

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Here are the most blatantly obvious places to plant a beacon where everyone who's played for more than a week will check first. Refinery - between the building and the attached silo. Power plant - that gap in between the doors. Barracks - the pedestal (though no one seems to check pedestal when the barracks are gone) WF - the back of the building (be careful because the dead zone for the garage reaches back there and sometimes you'll die even when you're not in the garage) Hand of Nod - Pedestal. No one seems to plant beacons anywhere in the HoN except the pedestal. The neat thing is that the HoN is so complex that you can plant it anywhere inside and they'll have trouble finding it... valuable seconds at your disposal. Of course GDI doesn't have the stealth advantage, so beaconing against Nod is very different. Airstrip - inside the little room. Remember, I've listed the most obvious spots, so don't plant there if you can get it somewhere else unexpected. But, a magician never reveals her secrets, so I'm not going to say the good spots to put a beacon. [May 08, 2002: Message edited by: Christine Korza]
