Subject: 'sneaky' beacon placement
Posted by Anonymous on Mon, 15 Apr 2002 09:25:00 GMT
View Forum Message <> Reply to Message

While trying some stuff with beacons in Multiplayer Practice, I've discovered a very 'sneaky' place to deploy beacons to destroy the opposing team's refinery. I only tried it in Canyon and Volcano, and it's not too cost effective. You need to go to the 'balcony' overseeing the enemy base, and try not to be noticed there. Then you'll need 3 beacons being deployed there simultaniously. Yeah, I know, very expensive, but the opposing side won't have a clue where they are. If you deployed them as close to the refinery as possible, one beacon will deal 40\% damage to the building (the GDI's beacon in canyon will do near 60\%, so only 2 beacons needed there).I've timed how long it'd take for engineers to run up there, and if they immediatly hear the beacon and know it's up the balcony, they'll take about 20-30 seconds to get there, and if you can keep em away long enough, the refinery is going down.Off course, only try to do this if you can't get into the base in a normal way to dispose of it and have enough credits, or just wanna laugh seeing the engies frantically looking for three ticking beacons.