

---

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 14:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

**GDI Barracks** Now the winning pedestal is in here! However you are not going to get away with put the beacon down unless your enemy has lost common sense. If the pedestal doesn't grant you victory and the game ends when you destroy all the enemies buildings then DON'T place your beacons inside the barracks...it would be a waste of 1000 points. Instead place the beacon at the back of the barracks, that way they are confused for a short while as to where the beacon has been placed! The best tactic here would be to be a Stealth Blackhand or have a stealth tank so you can easily kill any enemies who find your beacon.

**GDI Weapons Factory** This one is a good hiding place...run into the vehicle producing part of the building (the big doors). Inside there go right up against the glass side of the wall and place the beacon in the corner! This way the enemy will be stumped as to where it is located and should run around panicking! If they do discover it...simply make sure you are a Stealth Blackhand and kill them!

**Hand of Nod** This is the same as the GDI Barracks! Even placing the beacon at the back except...this time! The chance that someone will see you run in the Hand of Nod is great so...run in the front entrance and aim for the pedestal. Smash the window(s) and jump through...the enemy will hopefully lose you! Then place your beacon and enjoy!

**Nod Airstrip** Now this one is easy and difficult...you'll know what I mean! Now you can hide the beacon outside and around the little building which can be easy. However you can place the beacon anywhere on the runway and it will explode still but you are out in the open and can be easily seen and have your beacon deactivated! So you see this is a very tricky building to have Ion Cannoned! So I don't have a finalised plan for this building...I suggest you find your own best way for this one!

**Power Plants** Now...this building is the most important of all as your cost will double and all base defences shut down if destroyed! The best place to put the beacons for this building is NOT inside the building but outside near the left door facing the back of the Power Plant. There is a little gap to the right of the left door...place the beacon in there and it will yet again confuse the enemy...make sure you guard it well though incase it is discovered!

**Tiberium Refinery's** Now these buildings are very easy (boasting slightley) to destroy! Simply place your beacon in between the silo and main building...done! But just incase stand near the beacon but there should be not resistance!

**GDI and Nod Base Defences** Now these are very tricky as you well know...they can kind of defend themselves don't you think? I usually drive a GDI or Nod APC right into the defence structure run in and place the beacon in a corner and kill anyone who enters. However as this is everyones tactic it sometimes works as people are...well...thick sometimes! But this one is so tricky and unstable that it is best to find a secret tactic of your own as not even I have found a better one as of yet!-Simon

Please visit my homepage!

---