
Subject: Placing Beacons... The Best way & the Best Spots

Posted by [BumishBk](#) on Wed, 04 May 2005 03:43:25 GMT

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When placing a beacon there are several ways to do so. The most popular way is of course using an sbh for stealth reasons. When doing so it is best to first set your nuke, then wait at least 5 seconds before placing your timed c4 near it. If you set the c4 before your nuke or right after, it usually will go off before anyone comes near. After you place the c4 hide until you are invisible again, then back off as far as possible, while still having the nuke in vision. When an engie or hottie comes, do not shoot at them right away, wait for them to start repairing the nuke then shoot them in the head and kill them. If a defender i.e. havoc, comes to the nuke first stay away from him even if he sees you, you need to stay alive as long as possible, and you do not want the hotties to start c4ing you. When you know you have it, leave so you don't have to get killed. The other effective option is to have an apc and a hottie/tech. It is also best to have a teammate in the apc with you. You then approach the building you are targeting, when you reach it, get out and plant the nuke immediately. It is good to have a teammate in the apc with you so that no one on the other team can steal the apc and crush you. As soon as you plant the beacon go into the apc and kill any engie that approaches. If your apc eventually gets destroyed place your mines around the nuke and defend using your pistol as best as you can. If you have a good team that is willing to cooperate, it is always good to have several SBH's to cover your nuke. If you have a well organized team it is also good to place nukes in multiple buildings at the exact same time. This divides the engies and most likely one will work, especially if you nuke 3 at the same time. And the last method I have, which isn't as good as the last is laying several nukes on the same building. This is not as good because the engies can repair one, then the next in a short amount of time.

When you are placing a beacon, you can put it anywhere like a noob. But the odds are, if the base is well defended, that it will be disarmed. But there are certain places in, on top, and around buildings that buy you extra time, are hidden, and hard to get to. The good places also allow little room for many engineers or hotties to disarm them and often have better odds of working.

In Walls Flying it is usually a good idea to place beacons on the top of buildings. This makes it harder to get to and can be defended well. A beacon on top of a building also can be defended by snipers on top of the mesa who can kill the disarmers. This is specifically for Walls Flying.

On other levels there are good spots to place beacons as well. If a building is being bombarded by tanks and there are no base defenses. Sometimes it is best to go right to where the tanks are shooting and place it there. The tank shots produce great cover.

Some of my favorite spots indoors to place beacons are in tight spaces. For example, if the Barracks is not mined, a nuke placed right next to the MCT of the Barracks is a great spot. It not only is tight but easy to defend from the opposite corner, where you can shoot the engies. Another benefit of this spot is that the enemy will most of the time not think the beacon is inside and go looking around the outside of the barracks for a long time. This buys you much needed time. And even if they come inside the barracks, the nuke is out of view and they will become confused. Whenever someone finally figures it out, you are waiting to shoot at them.

A good spot in the refinery is in the corner opposite the front door of the ref (the side the harvester unloads on) this spot is small so few people could repair it. A well placed c4 also helps tremendously. In all buildings I find, unless you have outside cover (snipers, APC, tanks) it is

better to place the nukes inside than outside. Even better is inside next to a wall, this confuses the enemy into thinking it is outside.

One of the great other spots to place an ion with an apc is over any place of the strip- the unloading end being better. This is just a hard spot to get to for Nod and a good spot for placing beacons if there is no one nearby that is killing you while you place it.

NOOB TRAPS

There are certain places where you should not place beacons, these places you may think are good, but are not.

These places include:

Inside the WF vehicle spawner. This is bad because it is hard to defend, you could get crushed and people find it very easily.

At the refinery between the main building and the silo, that spot is well known and searched for very quickly.

Nuking the WF as the first building to go. Unless your team is dominating the level or it is a marathon game it is very unwise to nuke the WF first. Just don't do it.

In Walls Flying on the sides of the bar. This can be quite popular, and unless you are rushing and setting it there as an added effect to the rush it is not a good idea, this is one of the spots that GDI checks for before near the MCT.

Next, don't just place nukes in places where the enemy can reach them if it doesn't effect buildings. Because it would just be really stupid if the other team got the points for a useless nuke. This could be the most done nuke in the game and probably has the lowest percentage of working. On the level Islands it is quite popular to place the nuke on the side of the Barracks. This spot, if they hear it is the barracks, GDI swarms to and disarms the nuke a high percentage of the time. It also has no cover from friendly units other than yourself and possibly another sbh which isn't enough. If you do nuke the bar on Islands, and you must place it on the outside, do so at the back of the bar. Here it can be covered by snipers and is less looked at.

Do not fall into the trap of placing your beacons in the last few places. It only gives the other team points and makes the situation worse for your team.

Nukes are always a risk, they could win or lose a game for you so place them well.
