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Subject: Nuking and Ioning Tips/Glitches

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 01:08:20 GMT

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azngqboytrhis si a side story involving ions beacons.

in flying maps i jump into the hand of nod by jumping on the ramp rails, then i jump into the windows, then simply plant ion on peditstal, or C4 the MCT if i want, (might as well to freak em out), but this almost always works.

in field, i dont have to say this, but nuke tib refine by running into that little gap, its never mined or defended, but if you are a good shot, you will kill and hitties/engies and defend it till it hits, also as GDI you can ion the Air stripe to halflife or kill the tib refine. Under same deal, you can get into a nod base by jump past the ob (only with a hotty or some bottom line char) and get to back of PP, cary helpful! or simply get into the cracks as BOD and nuke the tib refine, aslo will need a good shot to defend. In any flying map, you can nuke the AGT buy getting out of a chopper, and plating it on the ledge if the AGt above the 4 miniguns, this can be defused so its legal, but vary hard to notice! (of course it only works when PP is off of course)

there are so many more, but whatever, you all know em.

Yeah, those are the MOST known beacon tequiques, not tips/glitches.

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