Subject: Beacon + what char.?
Posted by gufu on Sun, 22 May 2005 16:42:51 GMT
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Which carater is the best to use beacons?

Subject: Beacon + what char.?
Posted by Majiin Vegeta on Sun, 22 May 2005 16:49:44 GMT
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Stealth black hand
Laser chaingunner
Gunner
Patch
Mobuis
Havoc
Sakura
mendoza
Deadeye (only if your a good shot)
Black hand sniper (again only if your a good shot)

Subject: Beacon + what char.?
Posted by gufu on Sun, 22 May 2005 17:02:19 GMT
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Shootguner!

Subject: Beacon + what char.?
Posted by ghostSWT on Sun, 22 May 2005 18:13:07 GMT
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depends on the situation/server but i think sbh are the best specially if you have a sniper rifle.

but hotwire/tech is good if you are going in someone's apc so you can repair it.

Subject: Beacon + what char.?
Posted by flyingfox on Sun, 22 May 2005 20:51:12 GMT
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stealth black hand are the best in most situations for obvious reasons

however, in the case of a map where your side is dominating the other, you might want to buy a

---

visible but better character to beacon with, like the laser chaingunner, mobius, chaingun officer or patch.

plus what you said in the other topic about patch being able to see stanks better than all others....I don't think this is true; the distance is hard coded into the game, and I used to think chaingun officers could see SBH further than all other infantry till I found out I was wrong. (I DO think the officers for both sides should see them from further because they are supposed to be experienced soldiers)

Subject: Beacon + what char.?
Posted by karmai on Tue, 24 May 2005 14:50:42 GMT
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you're much better off buying a tank to cover the becon with..

Subject: Beacon + what char.?
Posted by Majiin Vegeta on Tue, 24 May 2005 16:03:59 GMT
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Sniprsyou're much better off buying a tank to cover the becon with..

you will need a passenger to hold the tank while you plant incase it gets stolen and you get wtfpwned

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Subject: Beacon + what char.?
Posted by mision08 on Tue, 24 May 2005 23:42:43 GMT
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My favorite is a technician in a stank. This combination gives you many options to destroy a building or two. If we are talking infantry only though, I would have to say the sbh. On gdi I prefer to use a hotwire with the intent of destroying the building with C4. If I needed extra fire power I would switch to a chain gun. The trick to setting nukes and ions is to have cover and try a mass setting party. 45 seconds is a long time when your all alone!!! Plus, if you fail you give the enemy 300 easy points. I cant tell you how many games at Hourglass we take out the PP right off the bat. Then loose after the time limit because everyone wants to nuke and snipe instead of flame rush.

Subject: Re: Beacon + what char.?
Posted by tech1664 on Sun, 12 Jun 2005 17:28:43 GMT
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on flying maps i usualy get an atack copter or transport copter and sbh og mobius and land on top of the buildings

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lol the other day i landed ma m8s transport copter on his head

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Subject: Re: Beacon + what char.?
Posted by zgunner12 on Sun, 12 Jun 2005 22:10:40 GMT
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I'd say

Hotwire
Technician
Havoc
Sakura
or
SBH

Subject: Re: Beacon + what char.?
Posted by newcmd001 on Tue, 14 Jun 2005 16:20:28 GMT
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The easier ones to go with would be (for me) Mobius/Patch for GDI and Mendoza/SBH for Nod. They're excellent anti-infantry and will last long enough to rid off any engineers who come around to visit my beacon.

For tanks I would have used APCs some time ago, but now I prefer stealth tanks for Nod and for GDI, a medium.

I haven't been able to nuke successfully for a while though. (Haven't been playing Ren for months because I was away in Singapore studying and I don't have a lap(top); internet connection was a rare commodity.)

Subject: Re: Beacon + what char.?
Posted by mathguy15 on Sun, 19 Jun 2005 03:11:15 GMT
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Try using a HotWire/Tech combined with a Humvee/Buggy for fast access. ***NOTE: If you play as GDI, the Humvee is able to go inside buildings while the Buggy can't. This makes quick and safe access for you and your vehicle. Just plow right through with a Buggy/Humvee along with some Artys/Meds and the enemy won't have enough time trying to fight off the tanks squishing them and stopping you at the same time.

_____ _____

Have fun!

Subject: Re: Beacon + what char.?
Posted by Dr. Lithius on Sat, 09 Jul 2005 02:08:21 GMT
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mathguy15 wrote on Sat, 18 June 2005 20:11***NOTE: If you play as GDI, the Humvee is able to go inside buildings while the Buggy can't. This makes quick and safe access for you and your vehicle. Just plow right through with a Buggy/Humvee along with some Artys/Meds and the enemy won't have enough time trying to fight off the tanks squishing them and stopping you at the same time.
That is so frowned-upon in nine servers out of ten. Not against any rules that I've seen, but people tend to get really cheesed off when someone does that.