Subject: Where are the BEST places to deploy Beacons?
Posted by WiiLkKo on Sat, 27 Jan 2007 14:31:06 GMT
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Right, can someone tell me where are the best places for me to deploy Beacons please, because most of the time, they get found as soon as i put it down, i obviously to try to stop people from disarming it, but half of the time it doesn't work. So can someone help me please?

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Sccrscorer on Sat, 27 Jan 2007 17:58:24 GMT
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get a friend, and wall jump up the ref. then put an ion/nuke inside the top part. works every time

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Veyrdite on Sat, 27 Jan 2007 23:17:17 GMT
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you shouldn't have said that, someone is going to ban you if you try that.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by FiresFriend64 on Sat, 27 Jan 2007 23:17:18 GMT
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actually if u have 3 ppl, u can walljump 2 onto the ref, then run up that hose that goes to the silo, then walljump onto the silo for even more uber-not gonna find this-1337ness

although thats way hard to do cause u ussually knock the other guy off

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by EvilWhiteDragon on Sun, 28 Jan 2007 15:42:47 GMT
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d most server owners dont like you getting on the ref in a non flying map...

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Dave on Sun, 28 Jan 2007 16:16:19 GMT
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lmao @ field you can get on air

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Trojan on Sun, 28 Jan 2007 16:20:22 GMT
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wall hop isnt allowed in most servers

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by puddle_splasher on Thu, 01 Feb 2007 10:06:38 GMT
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Its generally best to place a beacon, inside any building, if possible in a tight corner, especially behind the table in the WF(watch them as they search in the vehicle bay . Then place your timed c4 on top of the beacon, after around 5-7 seconds. The timed c4 will explode as they repair the beacon, if they repair the c4, well then the beacon generally goes off.

If it has to be outside, then place it in any area that will be resticted and congested. The less players that can get into the space then the better chance that the beacon has of detonating.

SBH can cover the beacon, but dont attack them immediately, give them a second to disarm, then headshot them whilst running in and standing over the beacon. They will heal you as they try to disarm the beacon.

Should you get killed then you may have gave your beacon enough time to detonate

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Subject: Re: Where are the BEST places to deploy Beacons?
Posted by nopol10 on Thu, 01 Feb 2007 11:12:43 GMT
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If you are on Nod, get a SBH, get a teammate in a Stealth Tank, plant the beacon outside the building, get your teammate to stay on the beacon and wait. Anyone who tries to disarm gets squished. If some silly guy gets out of their vehicle to disarm, steal their vehicle.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by WiiLkKo on Thu, 01 Feb 2007 17:44:17 GMT
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Thank you everyone But what is wall jumping?

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by puddle_splasher on Fri, 02 Feb 2007 11:56:42 GMT
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WiiLkKo wrote on Thu, 01 February 2007 11:44Thank you everyone But what is wall jumping?

Just what it says.

Some walls are too high to jump over on your own. With a little assistance, you can where where the map designer did not wish you to go.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by jnz on Fri, 02 Feb 2007 12:29:02 GMT
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puddle_splasher wrote on Fri, 02 February 2007 11:56WiiLkKo wrote on Thu, 01 February 2007 11:44Thank you everyone But what is wall jumping?

Just what it says.

Some walls are too high to jump over on your own. With a little assistance, you can where where the map designer did not wish you to go.

yes

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Ryu on Fri, 02 Feb 2007 12:44:20 GMT
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The best place to place a nuke/ion is the place they're least expecting it.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Veyrdite on Fri, 09 Feb 2007 23:30:57 GMT
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i thought parking on nukes would result with a kick on most servers

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Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Renerage on Sat, 10 Feb 2007 00:08:56 GMT
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dthdealer wrote on Fri, 09 February 2007 18:30i thought parking on nukes would result with a kick on most servers

I think it should be a kick.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Tunaman on Sat, 10 Feb 2007 00:28:09 GMT
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Why would you kick someone for defending a beacon..

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Theboom69 on Sat, 10 Feb 2007 02:23:21 GMT
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I put mine on the wf get's them every time. i get a pic of where.

File Attachments
1) game2 2007-02-09 20-24-58-28.jpg, downloaded 951 times

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Renerage on Sun, 11 Feb 2007 04:42:51 GMT
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Ralphzehunter wrote on Fri, 09 February 2007 19:28Why would you kick someone for defending a beacon..

Because of the tank they would use.
I really hate APC whores.
Like Dot'
And others. But i think they made that tank too good.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Tunaman on Sun, 11 Feb 2007 06:27:00 GMT
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If they can defend it with an APC then they deserve to get the nuke off.. If tanks and infantry can't kill the APC then I don't think they should be able to disarm the nuke..

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Renerage on Sun, 11 Feb 2007 13:15:36 GMT
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Ralphzehunter wrote on Sun, 11 February 2007 01:27If they can defend it with an APC then they deserve to get the nuke off.. If tanks and infantry can't kill the APC then I don't think they should be able to disarm the nuke..

I dont mind it when you have at least an HON/Bar and money.
I hate it when ynou have no Air/Wf And no Ref
It REALLY makes the game end in a lame way.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by puddle_splasher on Sun, 11 Feb 2007 18:13:11 GMT
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cheekay77 wrote on Sun, 11 February 2007 07:15
I dont mind it when you have at least an HON/Bar and money.
I hate it when ynou have no Air/Wf And no Ref
It REALLY makes the game end in a lame way.

If you or your team cannot defend the base properly then that is the fault of the team.

I can only suggest that you defend a little better and ensure that you have a plan to eliminate any vehicles parked on a beacon.

It may be "a lame way" to end the game but what do you propose that the opposition does? Do you want them walking up to your base and having a hand to hand fight in the base because you couldn't defend your base?

The whole purpose of the game IS TO END THE GAME utilising all legal tactics and parking on the beacon is a definite, strong, game winning tactic.

Subject: Re: Where are the BEST places to deploy Beacons?

Posted by Renerage on Mon, 12 Feb 2007 09:31:04 GMT
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puddle_splasher wrote on Sun, 11 February 2007 13:13cheekay77 wrote on Sun, 11 February 2007 07:15
I dont mind it when you have at least an HON/Bar and money.
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Did I ever say its illegal?
Did I ever say you were wrong?
This is just my opinion.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Sniper_De7 on Mon, 12 Feb 2007 10:02:36 GMT
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cheekay77 wrote on Mon, 12 February 2007 03:31puddle_splasher wrote on Sun, 11 February 2007 13:13cheekay77 wrote on Sun, 11 February 2007 07:15
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The whole purpose of the game IS TO END THE GAME utilising all legal tactics and parking on the beacon is a definite, strong, game winning tactic.

Did I ever say its illegal?
Did I ever say you were wrong?
This is just my opinion.

Would you rather us to not say you're wrong when you are? I mean this is the tactics portion of the forum, covering a beacon with a vehicle, APC or not, is obviously a valid tactic. Why on Earth would it be disallowed is beyond me - the only reason you gave was because it was, quote, "lame", endquote. Besides, it's far from lame, if you're going to plant a beacon, and it's a public server with a bunch of people in it, you are going to want SOMEONE there to defend it, not just one SBH or infantry. If you don't want to debate about tactics you have wandered into the wrong part of the forum.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by bisen11 on Thu, 15 Feb 2007 21:33:24 GMT
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Let your apache get destroyed while holding the space bar in the war factory so you're completly against the roof, lol xD . Nah, seriously, Inside is better, if you go on a server with spies and the enemy is massing, ussually near the mass is good.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Feetseek on Fri, 16 Feb 2007 03:15:38 GMT
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Try this.

... but that's just for flying maps.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by puddle_splasher on Fri, 16 Feb 2007 09:19:26 GMT
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It can be disarmed from the ground at the PPL but only if they think to look UP. Its marvelous as an SBH to see them running around like "headless chickens" looking for it when all the time it is above their head.

As for the WF!! Is it a glitch that got you there? Can it be readily accessed the same way as the

PPL? Did you have to use the Heli as suggested.

If it cannot be achieved in a fashion that can be used by all people and equally defended then it "MAY" be wrong.

Any thoughts?

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by bisen11 on Sun, 18 Feb 2007 00:07:08 GMT
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The one I said is a glitch. Your heli gets destroyed and you go into the roof of the WF. You can do that in other areas as well, such City_Flying you can go underneath the big brige and go into it.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by puddle_splasher on Sun, 18 Feb 2007 12:11:49 GMT
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dude#1 wrote on Sat, 17 February 2007 18:07The one I said is a glitch.

Some servers will kick or ban you for using glitches

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by bisen11 on Tue, 20 Feb 2007 14:03:19 GMT
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puddle_splasher wrote on Sun, 18 February 2007 07:11dude#1 wrote on Sat, 17 February 2007 18:07The one I said is a glitch.

Some servers will kick or ban you for using glitches

dude#1 wrote on Thu, 15 February 2007 16:33 Nah, seriously,

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Crusader on Tue, 27 Feb 2007 20:43:44 GMT
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Subject: Re: Where are the BEST places to deploy Beacons?
Posted by dukiduke2 on Wed, 28 Feb 2007 05:56:54 GMT
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gliches being illegal is the most retarded rule ever. people use gliches all the time in halo and other games like that, so y isnt it legal in renegade? like u guys have been saying, u want to use EVERY POSSIBLE TACTIC TO WIN. gliching is a possible tactic, so y not???

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by PlastoJoe on Wed, 28 Feb 2007 06:18:30 GMT
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I'm pretty sure it's not legal in any of those other games either. Certainly not Halo.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Goztow on Wed, 28 Feb 2007 07:46:44 GMT
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dukiduke2 wrote on Wed, 28 February 2007 06:56gliches being illegal is the most retarded rule ever. people use gliches all the time in halo and other games like that, so y isnt it legal in renegade? like u guys have been saying, u want to use EVERY POSSIBLE TACTIC TO WIN. gliching is a possible tactic, so y not???
It's all up to the server owner.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by sharra on Thu, 01 Mar 2007 00:08:35 GMT
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put in side the war facotory were the tanks come out with sbh and leve so the door closes try to do it whene there is onley one or two guys at there base

---

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Renerage on Thu, 01 Mar 2007 08:25:37 GMT
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Walls flying, inside the barracks, by the MCT.
Everyone usually thinks its outside or top, and will run around like chickens with their heads cut off.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by 7runks on Thu, 08 Mar 2007 09:30:52 GMT
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Well I would say that the best place is that place no one can really see you when you plant it, for me is simple, just get a super fast bug if you play as nod trooper and get a friend got over them jump fast and leave your to die, that will fake his death so you will have enough time to plant it.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by candy on Tue, 13 Mar 2007 08:09:27 GMT
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barr has 2 places
1. next to the mct becouse every1 will hear the beap and think it is outside, giving you at least 5 seconds, and if you put your timed correct, you will get another 5 seconds becouse they have to disarm it first, or die
2. next to the sand, barbed wire thingy, 'inside' the barr
nobody, and i mean nobody ever looks there
i was sbh, put it there without timed, and 5 hotty's ran passed it saying were the heck is it

---

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by puddle_splasher on Tue, 13 Mar 2007 09:18:43 GMT
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candy wrote on Tue, 13 March 2007 02:09barr has 2 places
1. next to the mct becouse every1 will hear the beap and think it is outside, giving you at least 5 seconds, and if you put your timed correct, you will get another 5 seconds becouse they have to disarm it first, or die
2. next to the sand, barbed wire thingy, 'inside' the barr
nobody, and i mean nobody ever looks there
i was sbh, put it there without timed, and 5 hotty's ran passed it saying were the heck is it

Number 2 wont happen in a full 40 player server.

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by candy on Tue, 13 Mar 2007 15:47:34 GMT
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i don't play in a 40 player full server
games aint fun in such big servers
it seems everybody forget the meaning of the word 'teamplay' there
i more like maps with 5-5 to 10-10

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by Feetseek on Wed, 14 Mar 2007 07:25:00 GMT
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dukiduke2 wrote on Tue, 27 February 2007 23:56gliches being illegal is the most retarded rule ever. people use gliches all the time in halo and other games like that, so y isnt it legal in renegade? like u guys have been saying, u want to use EVERY POSSIBLE TACTIC TO WIN. gliching is a possible tactic, so y not???

Is cheating or hacking not also a tactic???

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by tompie15 on Fri, 23 Mar 2007 11:24:14 GMT
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no, tha's just nooby

Subject: Re: Where are the BEST places to deploy Beacons?
Posted by R315r4z0r on Fri, 23 Mar 2007 23:21:30 GMT
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dukiduke2 wrote on Tue, 27 February 2007 23:56gliches being illegal is the most retarded rule ever. people use gliches all the time in halo and other games like that, so y isnt it legal in renegade? like u guys have been saying, u want to use EVERY POSSIBLE TACTIC TO WIN. gliching is a possible tactic, so y not???

No, Glitching in games in halo usually isn't allowed.

You are ABLE to use glitches in halo, but not in competitive online games...