
Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 03:08:00 GMT

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

I find it too easy as NoD black hand stealth hand to walk up to a GDI building plant a beacon beside it. Esp in those maps without AGT or obelisk. What I suggest is to have each building contain a pedestal where only a beacon can be planted on. If u plant it anywhere else, even beside the building, u can't destroy the building. Or plant it only on the MCT.

Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 06:09:00 GMT

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

Yes, that would be good. But it would take away the "fun" of running around like a headless chicken trying to track down the bloody things Plus the fact that people would just mine the pedestals.

Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 07:50:00 GMT

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

Beacons are 1000 bucs guys... tech are 350 and they can take out an entire building by themselves, planting c4 on the mct... If you add a predestral for beacon use, they will become near to useless... You wont be able to use them in the middle of the battle feild anymore... If some guys plays as base defence, you should'nt able to plant you beacon as easier.... and a lost beacon is 1000\$ trown out the window..... And on the other side, try to stop a momoth rush in bases without def... just a question of teamplay I guess....

Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 08:04:00 GMT

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

quote:Originally posted by VoodooKing:I find it too easy as NoD black hand stealth hand to walk up to a GDI building plant a beacon beside it. Esp in those maps without AGT or obelisk. What I suggest is to have each building contain a pedestal where only a beacon can be planted on. If u plant it anywhere else, even beside the building, u can't destroy the building. Or plant it only on the MCT.The team you faced was a stupid team that does not do teamwork.

Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 10:29:00 GMT

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

Yea if they would be placed on a beacon then it would be incredibly hard even make it go off still. It's not hard to find an enemy beacon if you know it can only be on a few places. It's a lot more fun if you get the beacon deployed message and you run around looking for it like mad. Then when you finally hear the beeping sound you start disarming it praying it disarms before the nuke/ion cannon blows up that building lol.As for black hands sneaking in to place one, they become visible while planting it so they have a downside there. And it costs 400 for the black hand and 1k for the beacon, it's not like you'll have half the enemy team doing this. Personally I prefer going in as something that can take out infantry better coz at longer distance a lot of ppl dont even notice you. Besides if there's no AGT or Obilisk you could just drive an APC in, place beacon, get in APC and defend it with that (Works really well since engineers only care about disarming that beacon)

Subject: An idea for beacons.

Posted by [Anonymous](#) on Mon, 04 Mar 2002 08:38:00 GMT

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

Ever tried placing a beacon on a vehcile and running it into their base?

Subject: An idea for beacons.

Posted by [Anonymous](#) on Mon, 04 Mar 2002 09:20:00 GMT

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

According to TASI, (or that is how I was told they made the beacon hover) the beacon would just float in the air where it was. This is where my ORCA or Apache manuever comes in considering it will actually work like that. You need two helicopters, 2 infantry, and a Beacon. Have the two helicopters hovering over one another, the one with the infantry carrying the beacon on the top. Get out of the top chopper and hope you land on the bottom one. Plant the beacon on the lower chopper get back in your higher up one and fly away. Now if the beacon site there like it did in Beta it would be next to impossible to disarm unless you find a way to fly an Engy or Tech/Hotwire up there real quick. Also this might not work if the ion cannon stops hitting where the beacon is located instead of the ground. Just one of my ideas.[March 04, 2002: Message edited by: TBone986]

Subject: An idea for beacons.

Posted by [Anonymous](#) on Mon, 04 Mar 2002 10:17:00 GMT

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

It is very hard to get a team orangized, nearly impossible just to get 2 people to work with you (everyone is after that **** MVP title).From what I know, Patch and Sydney can see invisible units.You should have 1 person laying mines, and at least 2-3 people guarding the base with Sydney and Patch.

Subject: An idea for beacons.

Posted by [Anonymous](#) on Mon, 04 Mar 2002 13:21:00 GMT

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

The ion cannon / nuke seems to be z-axis specific, actually (meaning height DOES matter). In the Under map, I planted a beacon below the hill (in that tunnel that leads to the tiberium field). My friend (on the enemy team) deliberately went up onto the sniper hill, stood in the exact center of the beam... and not a thing happened to him. I don't know if the same thing will apply if the beacon is HIGHER than the target, will have to try that sometime. It's easy to plant a beacon, but it's hard to keep it from being disarmed unless the enemy team are idiots. Engineers can track the "beep-beep-beep-beep" sound right to the beacon and then disarm it. I too disagree with the pedestal idea... it'd make the beacons useless. A tiny little pedestal would be so easy to mine, just like the MCT.

Subject: An idea for beacons.

Posted by [Anonymous](#) on Mon, 04 Mar 2002 13:23:00 GMT

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

Are you sure Patch and Sydney are the only ones who can see invis units? I thought all units are able to see stealthed units, once they got close enough.

Subject: An idea for beacons.

Posted by [Anonymous](#) on Tue, 05 Mar 2002 23:03:00 GMT

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

I think that black hands shouldn't be able to cloak while carrying a beacon. It is just too ridiculously easy to buy a beacon and a black hand and walk right into the GDI base in the first 5 minutes of the game. Otherwise, for a mere 1400, less credits than the cost of a single mammoth, NOD can cripple a GDI base on most maps. I like black hands, and I like NOD, but cloaked units with enough fire power to take out a building is just cheesy. You can say that the team you were playing just sucks, but see if you can stop a cloaked unit on a wide open map with plenty of ways into your base, no guard tower, or an inadequately placed one, while worrying about the flame tanks walking up to your front door. I've successfully infiltrated the base and destroyed a building many times, and I have to admit, it is so pathetically easy to plant the beacon when no ones looking and backing off, cloaking again, and waiting to kill any engineers that try to disarm it. Westwood really needs to fix that.
