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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 21:59:00 GMT

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Ok im on the level where u destroy the nod base thing!!! u hve 2 plant an ion beacon on the front!! where si the beacon? i hve not got 1 in my inventory!!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 22:29:00 GMT

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Perhaps press the button '0' as int he number, ZERO.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 22:31:00 GMT

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he said he doesnt have a beacon.i believe that if you kill all enemys on the map, one will spawn in front of the building.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 04:27:00 GMT

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Hi PalsJust wanted to ask you following question:A dear friend of mine and I would like to play as a team (within of course the main team ).Now, can anybody imagine a great 2-men team combination which would be especially effective. NOD or GDI doesn't matter.I'm curious to see what kind of combo's you can imagine.Thx for reply andso longMerlin CH

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 04:58:00 GMT

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No, you jsut have to destroy the nod bases, i think...

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 04:58:00 GMT

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Ummm...PIC and Hotwire, of Raveshaw and Technician. Sakura and Stealth Black Hand to

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watch her back. Just to name a few.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 05:01:00 GMT

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Great! Thanks! How about some Vehicle/men or vehicle/vehicle combo? I was reading the forum quite intensively and found one interesting combination (though it's just for one person, but still):Tech or Engineer in a stealth tank. Very neat.Keep on coming, anything else?So long,Merlin CH

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 06:05:00 GMT

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destroy the buildings then kill the 2 stealths in front of temple then drive or walk toward the temple and pick up prizes and it will cut to video and end the missionkeep in mind before doing this, collect all the weapons you can cuz the next mission is very hard and you will want all the ammo you can carry with you

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:01:00 GMT

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The beacon will be dropped to you once you fulfill the other mission objectives.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:12:00 GMT

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mobius and hotwire, ultimate combo

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:13:00 GMT

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also apc rush with 4 engies, cheap and can can knock out any structure if even only 2 of them actually make it into a structure.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:16:00 GMT

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OK, we're getting closer. Beeing a 1st class n00b in Renegade , I am not yet able to figure out why Mobius & Hotwire is such a killer-combo. Can you precise a little bit?Thx!!So long,Merlin CH

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:29:00 GMT

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quote:Originally posted by Merlin CH:Can you precise a little bit?

Very bad English

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:37:00 GMT

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Thanks, that's what I was looking for, AzWhoopin.Sorry for neither being US nor UK-Citizen. I'm just a poor old fart from Switzerland. That's - btw - not Sweden. We're the guys with the banks, the chocolate and the clocks .But thanks anyway. Prolly "Pls point it out" or the like would have been more appropriate.Merlin CH

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:59:00 GMT

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2 hotwires or 2 techs easily. If there is no tower/obelisk they can easily take out a building if they can get there intact. I think a 3 man team is better. 2 techs and 1 more guy to protect them.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 10:55:00 GMT

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look for the training ground,in the hand of nod, and enter the door next to the gaurd tower. there will be a wire door, with supplys behind it, opposite is a lift, take it, and look in the rooms to the left and right of it.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 12:04:00 GMT

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quote:Originally posted by Firefly:he said he doesnt have a beacon.i believe that if you kill all enemies on the map, one will spawn in front of the building.Thx but all of em! thats alot of ammo!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 22:13:00 GMT

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the next level is hard!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 07 Mar 2002 22:49:00 GMT

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Didn't read all the posts, but just get to the temple's door, and the mission will end.. and as california said, the next mission is hard... REALLY HARD!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Fri, 08 Mar 2002 02:36:00 GMT

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Switzerland? You guys are going to have to choose either Nod or GDI now because you're no longer a neutral country.As for best combination...mobile artillery with tech support. Costs 800 and will do more damage for your dollar than just about anything else.As ever, though, any of the tactics or combinations mentioned in the forums are neither perfect nor foolproof...a good player is adaptable and learns what is best to use in the current situation. The only way to get that experience is to get stuck in and have a go.Try different units in different situations, even if at first they don't seem right. You'll end up learning what works and no longer be a n00b but, more importantly, you'll have a heap of fun playing.

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Subject: The ion beacon!!

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

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Thx nzowl!Don't mention "THE WORD" (neutrality hehehe...) cause that's what 48.6\% of the population is afraid to loose. Funny that even without being a UNO-member Switzerland always followed the recommendet UN-Sanctions. We just waited some days in order to then say: Well, we as a neutral country can support this or that sanction because blablabla Regarding your recommendations: I do agree 100\% with you. I'm asking for a specfic reason: I'm about to gather 8 - 12 ppl for regular gaming and I wanted to give those ppl some recommendations how to form 2 or 3-men teams. They seem to me quite agile, independent and can - if well coordinated, be quite effective in the "field". But hey, your absolutely right!Cu,

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Subject: The ion beacon!!

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

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the hardest thing about being a team with your friend is just being on the same team. take it from me, unless you get on a server that allows side switching, most of the time you'll end up on the opposite team. and don't try quitting and rejoining the server, it always puts you back on the same team as you started even if the other side is now short a player. however, to answer the question, the best combo that's worked for us so far is to both be flame tanks and go for the enemy base. we've be able to knock out several buildings that way. not 100\% successfully of course, but it's still a very effective 1-2 punch.

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Subject: The ion beacon!!

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

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@zukkovi see. I think, adding one engineer for eventual repairs and maybe one sniper for long-range support (to protect the engy's back) could be a very sexy combination too thx zukkovi!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Fri, 08 Mar 2002 08:39:00 GMT

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"Green stuff" you are new to C&C arent you?

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Fri, 08 Mar 2002 09:24:00 GMT

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All you have to do is destroy the comm center to get the beacon. But this requires you to enter the Construction yard. Which requires you to destroy everything before the construction yard (if you feel like living anyways).

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Fri, 08 Mar 2002 11:31:00 GMT

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quote:Originally posted by Mammoth:"Green stuff" you are new to C&C arent you?Yea!!!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Fri, 08 Mar 2002 12:00:00 GMT

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Ok like i just jumped down and i killed the guys there! then there was sum of that green stuff!! i dodged that! now im just lookin in the cells!

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Sat, 09 Mar 2002 06:54:00 GMT

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Gunner and Patch. No engineer support, but gunner is anti-tank, patch is Anti-personnel. Early in the game grenadier+infantry is a useful combo. In C&C\_under, there is a hill in the center of the map. Grenadiers can lob grenades on top of that hill, over rocks and over the ledge. If the enemy takes cover too close you might be able to hit them.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Sat, 09 Mar 2002 07:19:00 GMT

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Best anti-infantry duo: Engineer + Mobius/Mendoza (The volt rifle drains away health faster than you can blink your eye and a few head shots with the pistol can help chip away the health even faster. This also adds a lot of confusion to the enemy making your attacks more successful. Personally, I prefer to use Sydney/Ravesaw because for some reason I end up racking up more kills that way... Go figure...)Best anti-tank duo: Sydney/Ravesaw x 2 (Although it can be more expensive than a couple of tanks from either side, they can plow most of the inexpensive vehicles and help slow down those darn APC rushes. I love using these guys later in the game as a defense especially when the Obelisk/AGT is down or not part of the map.)Best anti-building duo: Rocket Launcher Soldier x 2 (Imagine, 2 rocket soldiers versus a tiberium refinery... OUCH! They are cheap early on in the game and when you get a group of them with a few regular infantry to protect you then you basically own the map from the very start. 2 of them are enough to take out the refinery given that every single person on the opposing team is not repairing it, most likely they are not because of the lack of teamwork...)Best anti-building duo (late in the game): Engineer x 2 (You can also do this with a vehicle probably with an APC stuffed with anybody else that wants to come along. I was never good with APC rushes because I can do them on foot a lot better for some reason but when you plant those C4s on any master control terminals the building is officially turned to rubble. I don't see them needing a lot of defense especially if you use the regular engineers since they don't cost you any money to start with them...)Best GDI vehicle duo: Mammoth Tank x 2 (They are slow but they are powerful. If you take it a few treads at a time you can practically dominate the map once you get them. It is probably best to start taking out the big opposition when you are using them though so they don't take out your armor faster than you take out theirs.)Best NOD vehicle duo: Flame Tank and Mobile Artillery (Sounds kinda wierd but it works. On maps like hourglass and city you can use the flame tanks as a distraction when defending or attacking. When both vehicles are strafing back and forth and the flame tanks is shooting wildly the oppsing team will have a much harder time hitting your mobile artillery. Plus, the flame tank serves as a great shield for your mobile artillery.)I hope this helps.[ March 09,

2002: Message edited by: OOSquishy ]

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Sat, 09 Mar 2002 08:12:00 GMT

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The green stuff is called "Tiberium". It was named after the river"(Tiber, Italy) where it was first found.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Sat, 09 Mar 2002 16:00:00 GMT

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Best Free Combo:GDI: Grenader+SoldierNod: Flame thrower+SoldierGDI combo is betterBest Tunnel combo:GDI: Gunner+GDI officer or Sydney (Tiberium Rifle)or Mobius Nod: Rocket Officer+Chem Warrior, Laser Chain Gun or Stealth BH or MendozaAbout EvenBest open field combo:GDI: Deadeye or Havoc+Mobius Prototype Assult suit or GunnerNod: Sakura Sniper BH or stealth BH + Raveshaw Mendoza or Laser Chain Gun BHAbout EvenBest Tunnel Sneaking combo:GDI: Hotwire+Officer or GunnerNod: Stealth BH+TechniamNod Combo is better if there is no base defence.Best anti heavy tank combo:GDI: Gunner+Prototype Assult SuitNod: Raveshaw+Laser Chain Gun BHGDI is betterBest anti light tank(buggy and MRLS) combo:GDI Havoc or Deadeye + Prototype Assult suit or GunnerNod Sakura or Sniper BH + Rocket Officer or RaveshawNote each shot fired from sniper can take 1 square of HP on MRLS or buggy and still out range them.GDI is slightly better.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 01:54:00 GMT

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quote:Originally posted by Merlin CH:Thanks, that's what I was looking for, AzWhoopin.Sorry for neither being US nor UK-Citizen. I'm just a poor old fart from Switzerland. That's - btw - not Sweden. We're the guys with the banks, the chocolate and the clocks .But thanks anyway. Prolly "Pls point it out" or the like would have been more appropriate.Merlin CHWhat about the army knives ?

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 01:57:00 GMT

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Right!! I completely forgot them. To complete the list: Cheese, Numeric Bank-Accounts and - last but not least: The country where each and everyone is at least a MILLIONAIRE (well, almost everyone xcept me )So long,

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 07:32:00 GMT

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This is a great 2 team thing at the beging of game on no defenses map. Go the not so main way to get into the enemy base. 1 player is the standard rifleman and the other is an engi. ALI you gotta do is run into a building plant the charges and protect them. I did something like this one of those maps, we got their war factory without any1 seeing us.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:34:00 GMT

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the best combo is a stealth trooper in a stealth tank... trasporting a beacon... but I wont tell you why.... figure it out yourself, and you'll be happy!

---

Subject: The ion beacon!!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 12:06:00 GMT

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Sorry for not having checked during weekend (due to family live .Thanks a lot to all of you - I think I've got some very usefull hints! Now's the time to practice.Have fun all of you,

---

Subject: The ion beacon!!

Posted by [Anonymous](#) on Tue, 12 Mar 2002 12:04:00 GMT

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Thanks Powerhousel got your idea and I agree 100\% with you So long,

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 13 Mar 2002 02:04:00 GMT

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The best on a map without defenses is easily a technician in a stealth tank. Drive behind a building, plant the C4 on the MCT when noone sees you, get back into tank and start firing on another building. People will start repairing that building, not knowing that you've placed C4 somewhere else. 20 seconds later, get out of the tank for one second to detonate the remote C4 and within a second the timed will explode (it takes about 10 seconds to plant 4 C4) and that building is destroyed. Return to base, fill up&repair, repeat. I've done this dozens of times and I have never failed to blow up at least one building.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 13 Mar 2002 02:23:00 GMT

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Well, I'd like to thank you all once again for sharing some of your "secret" tactics!! I am currently trying to get together a bunch of - say - 10 to 20 ppl that are willing to play AS A TEAM (or better AS TWO TEAMS) together about once or twice a month at the evening (evening = 20.00 - 23.00 CET). Not that easy. If anyone is interested to join what I call the MOG (Ministry of Gaming), please let me know. I'll contact you by mail. We have already four members but in order to have a full attack/defense combo for two teams 10 - 20 ppl would be requested. Feel free. So long,

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 13 Mar 2002 12:17:00 GMT

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blackhand and blackhand sniper

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Wed, 13 Mar 2002 12:29:00 GMT

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To keep it simple .. the combination that works best is Yourself and your skills..everything else comes second .In my opinion.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 14 Mar 2002 11:00:00 GMT

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I like the stealth tank and stealth black hand with the better engineer. Expensive but very lethal. If the tank gets blown up people are confused long enough looking for the driver that you should have enough time to get in a few shots on them.

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Subject: The ion beacon!!

Posted by [Anonymous](#) on Thu, 14 Mar 2002 14:46:00 GMT

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best tunnel team ive seen is shotgun and flame/grenader

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