Subject: Beacon...
Posted by Anonymous on Sat, 09 Mar 2002 03:46:00 GMT
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A got a way of placing a beacon, and I want to share it with you.All you need is:You (A Tech or Hotwire even better)A beaconA good placeXtra but good stuff:Teamm8s (1-4 good    )C4s (All kinds)You try to find a good spot to place your beacon (If you can get there). When you have found it, place 1-4 prox. C4s around you.Place the beacon (Covered but teamm8s if they have time for you    )Place the rest of the C4s around you, rather on a structure.Then, some enemies willcome and try to shoot you or repair the beacon... But no no no they may not...Your teamm8s or your prox. mines should take them out very good.When 5-10 sec left (Or no sec. left) leave the place and listen to the sound of a nice beaconattack   Hope you could use it   [ March 09, 2002: Message edited by: KevDK ]

Subject: Beacon...
Posted by Anonymous on Sat, 09 Mar 2002 05:09:00 GMT
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hmm quite nice.ill have to try that with the nuke.. lol

Subject: Beacon...
Posted by Anonymous on Sat, 09 Mar 2002 05:10:00 GMT
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Newb attack...

Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 00:07:00 GMT
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Well, if you think that, what is then a good beaconattack??? I'll really like to know...PS. I only got Renegade for 5 days

Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 03:02:00 GMT
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That trick works pritty good, it will slow them down no matter what they do, and by then it will be too late --> BOOM

Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 04:25:00 GMT
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There is another nice beacontactic. You need a hotwire. Place the beacon at building X, then run to building Y and place all your C4 on the MCT. There is no way the team in an open game will be organized enough to save both buildings - they will have to choose.Another variation to this is using a stealth tank and a beacon when Nod. Sneak behind a the GDI tiberium refinery and place the beacon when noone sees you, then get back into the tank and quickly go behind another building and start firing away at it. Again, the defending team has to choose which building to defend.

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 04:27:00 GMT
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quote:Originally posted by Devon:There is another nice beacontactic. You need a hotwire. Place the beacon at building X, then run to building Y and place all your C4 on the MCT. There is no way the team in an open game will be organized enough to save both buildings - they will have to choose.Another variation to this is using a stealth tank and a beacon when Nod. Sneak behind a the GDI tiberium refinery and place the beacon when noone sees you, then get back into the tank and quickly go behind another building and start firing away at it. Again, the defending team has to choose which building to defend.or sit on the beacon so no one can get to it

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 06:44:00 GMT
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But then they can just shoot you and then disarm the beacon.

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 07:02:00 GMT
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have any of you been in a game where some idiot plants the beacon in his own base? twice i've seen that. are these people just stupid or what? they must be the kind that steals friendly vehicles just for fun i guess..

---

Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 07:08:00 GMT
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quote:Originally posted by aircraftkiller2001:Newb attack...   Correct =)

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 07:46:00 GMT
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Once, in a game of Starcraft: BroodWar (don't shoot me  ), my teammate nuked his own supply depots to distract the enemy

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 08:55:00 GMT
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quote:Originally posted by zukkov:have any of you been in a game where some idiot plants the beacon in his own base? twice i've seen that. are these people just stupid or what? they must be the kind that steals friendly vehicles just for fun i guess..I have seen that too... They must be totally stupid[ March 10, 2002: Message edited by: KevDK ]

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 10:16:00 GMT
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Umm... distraction?  It works...

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 13:40:00 GMT
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quote:Originally posted by aircraftkiller2001:Newb attack...   Heh.I would really like to hear of another way to plant beacons.As far as I know, being covered by teammates while you do your stuff is the most effective tactic. If you consider effectiveness to be newbie-ish, you have serious problems.

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 18:53:00 GMT
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The more correct way to use beacon as Nod is stealth soldier not technian. Sneak into their base plant C4 first then Nuke walk back slightly and wait for Eng or Hotwire to die. When they come shoot at them they panic and run around even if you got killed by someone the C4 still can take

the Hotwire or Eng out. Works at 90\% of the time.

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 19:46:00 GMT
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Nevermind AircraftKiller. He is just the nieghborhood troll.When placing a beacon, lay your timed C4 next to it. It will usually blow first, killing techs trying to disarm it.If you manage to get a vehicle into their base then set the beacon a little distance from the target building and park over it. Another thing, when guarding the beacon, fear the pistol! Too many times ive killed unwary stealth troops because they underestimate the pistol.As far as setting off a beacon in your base, it is a very effective tactic. When the enemy is swarming your base running amok with tanks it does wonders to clear the area. Not actually to kill units, more to deter them from the area and panick them some.See you guys out there.

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Subject: Beacon...
Posted by Anonymous on Sun, 10 Mar 2002 21:40:00 GMT
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There is a very narrow passage between the refinery and its silo.  If you try this tactic here it works quite well.

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Subject: Beacon...
Posted by Anonymous on Mon, 11 Mar 2002 04:52:00 GMT
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Yeah that passage works wonders if you are a black hand stealth soldier...  The GDI engies and hotwires just line themselves up for headshots...

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Subject: Beacon...
Posted by Anonymous on Mon, 11 Mar 2002 05:52:00 GMT
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One tactic I've used which is quite good, is to place Timed C4 at head height to where you are gonna place the Beacon....then when a engi comes to disarm the C4 will go off b4 the beacon is disarmed."BOINK!"[ March 11, 2002: Message edited by: Spike_UK ]

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Subject: Beacon...
Posted by Anonymous on Mon, 11 Mar 2002 06:18:00 GMT
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Setting off a beacon in your own base or somewhere other than the enemy base is actually a very advanced tactic.The best time to do this is just before rushing the base, or when you have tanks pounding on a building that is being repaired.As soon as the "beacon deployed" message is heard, just watch all the engineers leave their buildings and go searching for it.This can give you the advantage in a close game.

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