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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 10:18:00 GMT  
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Run in the enemy base with an APC, and place the beacon wherever you want, then hop back in the APC and wait over the beacon. Most of the time engineers will come to disarm it, just fire on them and wait for it to go off. This works about 85% of the time, even more so when radar is allies only.

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 10:29:00 GMT  
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Yeah, but you're forgetting about the base defenses firing on you.

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 11:04:00 GMT  
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Well, you have a large nice building to hide behind. All buildings are big enough to hide behind with an APC (except possibly the GDI barracks).

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 11:29:00 GMT  
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You can hide behind any building. And if the APC takes damage, just repair it to an extent before you place the beacon and wait for them to arrive.

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 18:04:00 GMT  
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Of course, this assumes I don't nab your APC while you're deploying the beacon and run you over with it.

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 18:36:00 GMT  
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I've always found that planting a nuke beacon as the harvester is returning is good. That way people have to wait for the harvester to finish unloading its cargo before they can disarm it, usually by that time I'll have thier heads right in my sights, ready to uncloak, mwuhahaha

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 18:39:00 GMT  
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Now that I think about it, for Nod the stealth tank would be better, since they won't see it coming.

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 19:43:00 GMT  
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It's verry funny, and you can get something like 6-10 kills within 30 sec!!!! Just love that!

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 20:38:00 GMT  
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yea but wat happens if a army of tanks come and the Gard tower is attacking u or the oblisk then u can't gard it anymore can u the best way is by playing c&c islands and being a steath unit and going threw the bottom then no 1 well notice and u can put the beacon where ever u want but just remember 2 gard it from eGINEERS

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Sun, 10 Mar 2002 21:23:00 GMT  
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THAT WOULD BE GREAT AGAINST A POORLY DEFENDED BASE!!!!If it was my base you have to make it through the god dam mind field first, then if you where still alive, you would have to try and run past the base defenses, and if you some how lived, you would finally have to get past my comrades, and ME. -----"Inferior tactics detected" – Cabal  
Cabal"By the way, missile launch detected!" – Cabal

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Mon, 11 Mar 2002 04:55:00 GMT  
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It is very easy on missions where there are no base defenses. Stealth units can just drive in in a cheap buggy, and no one can stop them.

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Mon, 11 Mar 2002 04:58:00 GMT  
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map with base defence are another storry.... but i got a trick for them... I buy a free class and jump on your minefeild to destroy them, and then I come back with a beacon and blow your powerplant..... than the base defences won't work and I just bing in a flamer to fry everything left....

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Mon, 11 Mar 2002 05:12:00 GMT  
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Me, I just wait until everyone is preoccupied elsewhere and set the Nuke anywhere. That is on maps with no Defenses, and I am on NOD. [ March 11, 2002: Message edited by: Viper078 ]

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Mon, 11 Mar 2002 15:29:00 GMT  
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Even on maps with defenses, just get an APC. As long as there are no vehicles blocking the entrance of the GDI base, you can easily get behind a structure and lay a nuke beacon and pop silly GDI engies who want to kill your baby...

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Subject: Ultimate beacon placement tactic!  
Posted by [Anonymous](#) on Thu, 14 Mar 2002 03:55:00 GMT  
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One big tip never park the vehicle to close to the door of a enemy building.. I didn't get in..... There goes my ion cannon.....Stupid me!!!!!!!

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