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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 03:08:00 GMT

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I love placing beacon... This is always fun. As Nod we all know how to earn this easy pleasure : Stealth BH + nuke + C4 on it, do the job well... But when u r GDI this more difficult as u r not invisible. The hardest thing to endure, is when u managed to infiltrate the Nod base, placed the beacon, and then being killed and the beacon disarmed .... GRRRR What a real pain !!! Yesterday a random event give me a simple idea. We were playing on volcano (open space & no AGT/obelisk). The game was very offensive and many buildings were down on each side. At the end the GDI had the refinery left and Nod the airstrip (strong advantage for them). I took a shotgunner+ion beacon, infiltrate the Nod base, and placed the ion (+C4 on it)outside the airstrip building...5 engys jumped on me. I only killed one them before exploding under their C4... Later one of them died with my C4 but with 3 engys left, i believed that my beacon had no chance to survive. And a nuclear strike was called....Suddenly I see the GDI victory screen !!! And the scores show me that the ion beacon was successful ! How can it be possible with 3 engys left near ???I got the answer in the next game, when "Mr.Mendoza" (thx u guy !!!) told me as a sniper, he had killed all the engy left... So this was a start for building a little little strat :- with teamwork : try to place the beacon in line of sight of a teammate sniper.- with no teamwork (harder need a lot of luck ) : take a sniper and try to defend your beacon by yourself ! (on some tricky map this is possible)Yes this is not the greatest idea, but i think it could help sometimes...

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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 05:02:00 GMT

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Morbious is a great beacon defender. The volt rifle is good for both infantry and vehicles.

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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 08:48:00 GMT

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good post. gdi can't be as sneaky about placing the beacons as nod, so they have to be smarter. all too often, beacons are set and then disarmed, giving the enemy easy points. if you're discovered while setting the beacon, don't set it! better to be killed holding it than to be killed after it's set and then have it disarmed...

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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 11:10:00 GMT

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It is easier if you are a sydney PIC than if you are a mobius... Just place the beacon, and retreat from it a little bit. (I prefer the PIC for weaponry, but the shotty or Patch work if you are low on cash)... Headshot all the enemy engies who come... It is pathetic as most of them do not even

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move around unless there is an enemy nearby, and since you are not nearby, it is like hitting a barn with a shotgun from 2' away.

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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 11:15:00 GMT

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Havoc works really well as a beacon defender too (course Havoc+Beacon=2000). The key is get away from the beacon quickly, so Nod doesn't know where you are sniping from right away. I used this tactic on Islands the other day. I planted a beacon right next to the Hand and ran up the ramp on top of the wall. The engies trying to defuse the beacon hardly moved and were easy to pick off. I think I killed 5 of them.~buzd

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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 13:17:00 GMT

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Yep - being a sniper in position to protect the beacon is a definite plus. i held off about 6 engies trying to get to our beacon (which was placed right in my kill zone) pretty funny watching them running with their blue beams of death and getting hit. and they kept coming back for more -- haa haha ion sat coming - nice sparkly blue thingies - boom - game over, man - game over....

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Subject: Defending beacon as GDI

Posted by [Anonymous](#) on Tue, 02 Apr 2002 17:58:00 GMT

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The thing w/ that tactic is that it works both ways. I was on nod and just picked a sniper post over looking the GDI weapons factory. I saw a nuke beacon & a stealth soldier trying to fight off 3 grunts. He was killed and to my amazement, only one engi came to disarm the beacon. I easily took him out, ending the game when the nuke arrived.

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