Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:25:00 GMT
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guys today I placed two beacons(ion) on my team soldiers and they went into an apc and went into the nod base and nod didn't even had time to disarm the ion beacons and they could hear it but it was moving around so do that and you have exactly 30 seconds to get to the nods base and once you did just go into the oblisk and wait till the ion beacon blows up,same with the nuke beacon,man its fun just do it, put it on your team made's back and go with them into the gdi's base then blow them up, this was my idea, and nobody else new about it.   :cool

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:39:00 GMT
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Umm..can you REALLY place beacons on people???Or is this a late April Fools Joke?Cuz if its possible, id expect someone would have discovered and talked about it much earlier than now

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:43:00 GMT
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yeah if you actually try you could place a beacon on someones back.This is not an april fool's joke.trust me just do as I said, and you won't be sorry.

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:45:00 GMT
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suck if you miss while FF is on though.

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:47:00 GMT
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it would be a waste of credits to buy a stealth trooper and a nuke. then sneak up on a sniper and place the becon.B0OM.

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:47:00 GMT

Nice bahadour, didn't know you could do that and never thought about it. Hmmm ...

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 15:57:00 GMT

and I have another tactic too,you could actually place the nuke beacon on the side of the nud boggy and with the nod boggy go into the gdi's weapon's factory, you know where the vehicles come out, go there and the big door will be automatically open stay there till it blow up, fun hun, more will come soon just wait for them.

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 16:00:00 GMT

quote:Originally posted by bahadour:and I have another tactic too,you could actually place the nuke beacon on the side of the nud boggy and with the nod boggy go into the gdi's weapon's factory,Wouldn't it destroy your buggy if GDI bought a tank?

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 16:01:00 GMT

I think this should be fixed... plus, if u die, the beacon would stay active right? Take C & C Under, no d could finally destroy the power plant with a beacon, wait, thats not a problem, that kicks ass, just eait for it to beep real fast, then run into the power plant, wow. does the blue beam from the ion cannon move as the cahracter moves, cause i can see a massive lagg problem for us 56kers there

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Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 16:06:00 GMT

if a tank that is made it detroys you the beacon will be there and will be active and it will be toolate to disarm it.just try it,trust me these are all my tactics none of them were known before, and more will be coming soon,

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Subject: the beacon placement

Posted by Anonymous on Wed, 03 Apr 2002 16:06:00 GMT
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A flying beta tester said you can't attach beacons to flying units... so that probably isn't an option...

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 16:33:00 GMT
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No, it doesn't. Once the little blue sprites begin to appear in the air, the ion cannon attack zone is decided, even if the beacon is still moving. Same thing goes for the nuke; once you see that bomb in the sky, the landing place has been chosen. If you think this tactic is fun, try placing a beacon on an enemy harvester. If you time it right, it'll detonate while the harvester is dropping it's payload and obliterate the enemy refinery...and they won't know what hit em =)

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 16:38:00 GMT
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quote:Originally posted by bahadour:guys today I placed two beacons(ion) on my team soldiers and they went into an apc and went into the nod base and nod didn't even had time to disarm the ion beacons and they could hear it but it was moving around so do that and you have exactly 30 seconds to get to the nods base and once you did just go into the oblisk and wait till the ion beacon blows up,same with the nuke beacon,man its fun just do it, put it on your team made's back and go with them into the gdi's base then blow them up, this was my idea, and nobody else new about it. :cool LIAR!You can NOT place beacons on anything that moves. If you jump on a vehicle, for instance, it just hovers in the air! And how can you "place beacons on teammates"? The beacon is placed directly under your feet, so you can't place it on someone unless you're standing on them (Which is, of course, impossible). Even if the beacon COULD move while placed, it would probably hit where it was orgionally placed. DON'T lie to us, it only makes you look like a n00b and a f00.

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 16:41:00 GMT
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(No wonder it was your idea.)[April 03, 2002: Message edited by: Gyrapage]

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 17:24:00 GMT
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THE TIMER ON THE BEACON IS EXACTLY 1 MINUTE OR 60 SECONDS I TIMED IT WITHA STOP WATCH! AND I DON'T GIVE A SHAT IF THIS IN CAPS LOCK OR NOT SO TO BAD! AND GREAT IDEA BY THE WAY!

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 17:45:00 GMT
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april fools hahahahahahahguys I got you there sorry if its not funny but i tried my best please take it easy on my I was just joking alright, thanx anyways.......

Subject: the beacon placement
Posted by Anonymous on Wed, 03 Apr 2002 18:48:00 GMT
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Yeah...except April fools is on April 1st. I think you just kind of look dumb...sorry. Not very funny.Would be cool if it worked though!Hope you don't get too many "one" ratings from this one man.....

Subject: the beacon placement
Posted by Anonymous on Thu, 04 Apr 2002 03:25:00 GMT
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quote:Originally posted by bahadour:april fools hahahahahahahWell I have to admit you got my dumbass. I tried to put one on my Nod buggy. It didn't work of course.   As I drove away nukeless, someone was asking, "Why is there a nuke in our base?"

Subject: the beacon placement
Posted by Anonymous on Thu, 04 Apr 2002 12:17:00 GMT
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You can as a Tech or Hotwire place Proxy C4 on Team Mates or vehicles and it will kill Enemys. (Only do this if Friendly fire is off) You will get some funny reactions from people when you do this but it does work. Placing it on team members it's great if they are in close combat. I like to use a few proxies on the bumpers of my vehicles too. This helps get the ones who are too fast to squish and the ones who hide behind a rock or wall. People don't realize what hit them. I even get a few luck kills by placing timed c4 on freindlys that are going in to the enemy base or tunnels. When or if they get killed it just drops on the ground and goes off anyway.

Subject: the beacon placement

Posted by Anonymous on Thu, 04 Apr 2002 12:27:00 GMT
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quote:Originally posted by bahadour:and I have another tactic too,you could actually place the nuke beacon on the side of the nud boggy and with the nod boggy go into the gdi's weapon's factory, you know where the vehicles come out, go there and the big door will be automatically open stay there till it blow up, fun hun, more will come soon just wait for them.   You can't place beacons on vehicleswhen the vehicle moves the beacon wil stay on the same place.........

Subject: the beacon placement
Posted by Anonymous on Thu, 04 Apr 2002 14:47:00 GMT
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quote:Originally posted by bahadour:april fools hahahahahahahguys I got you there sorry if its not funny but i tried my best please take it easy on my I was just joking alright, thanx anyways.......
     Oh, shut up. Just because your lame assumptions/lies weren't true, you can't blame it on April fool's day. Take your beatings and like 'em.

Subject: the beacon placement
Posted by Anonymous on Wed, 10 Apr 2002 16:14:00 GMT
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bump

Subject: the beacon placement
Posted by Anonymous on Wed, 10 Apr 2002 16:58:00 GMT
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No more april fool's especially when it's not april fools... it's just low

Subject: the beacon placement
Posted by Anonymous on Thu, 11 Apr 2002 10:23:00 GMT
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his reputation is fvcked forever now..

Subject: the beacon placement
Posted by Anonymous on Thu, 11 Apr 2002 10:51:00 GMT
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I've dropped a beacon in our base right before the big rush on their base. It gets those tech -

hotwire - engineers out of the buildings and looking for a beacon they'll never find. That way they are not repairing the building (Gaurd tower or Obilisk or Whatever your target is). Makes it so much easier to take outthe entire base. You get 60 seconds before most of them figure it out!Of course this tactic is not for games with friendly fire on. The strike on your own base does no damage if FF is off. This is pshycological warfare at its best.[April 11, 2002: Message edited by: Frontrunner]