
Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:25:00 GMT

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While trying some stuff with beacons in Multiplayer Practice, I've discovered a very 'sneaky' place to deploy beacons to destroy the opposing team's refinery. I only tried it in Canyon and Volcano, and it's not too cost effective. You need to go to the 'balcony' overseeing the enemy base, and try not to be noticed there. Then you'll need 3 beacons being deployed there simultaneously. Yeah, I know, very expensive, but the opposing side won't have a clue where they are. If you deployed them as close to the refinery as possible, one beacon will deal 40\% damage to the building (the GDI's beacon in canyon will do near 60\%, so only 2 beacons needed there). I've timed how long it'd take for engineers to run up there, and if they immediatly hear the beacon and know it's up the balcony, they'll take about 20-30 seconds to get there, and if you can keep em away long enough, the refinery is going down. Off course, only try to do this if you can't get into the base in a normal way to dispose of it and have enough credits, or just wanna laugh seeing the engies frantically looking for three ticking beacons.

Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Mon, 15 Apr 2002 10:13:00 GMT

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Oh that is soooo EVIL! But very expensive even if you use free units to deploy the beacon. However, on large games (32+ players) I think this would be an effective strategy given I see more peeps on defense than small games.

Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Mon, 15 Apr 2002 13:13:00 GMT

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You only need one nuke to destroy Barracks on field.

Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Mon, 15 Apr 2002 16:35:00 GMT

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Wow, that should win the award for "Most Evil and Sinister Idea". Though I would have all of the peeps placing the beacons crouch and try not to be seen. [April 15, 2002: Message edited by: Corsair_734]

Subject: 'sneaky' beacon placement

Posted by [Anonymous](#) on Mon, 15 Apr 2002 18:46:00 GMT

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As a Nod Stealth Soldier, I plant my beacon inside the WarFac garage and pray to hell that no one buys a vehicle...

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:00:00 GMT
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Heh, wut's even better, is to drive in your buggy/humm vee into the tiberium thing when the harv is unloading, and plant the beacon right in the center of the loading bay. Now, get back in your vehicle. You can kill engies with ease in it, and if they manage to blow up your humvee (so you stop killing their engies), the harv backs up over the beacon, making disarming impossible!

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:43:00 GMT
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quote:Originally posted by n00by One Ken00by:I agree with absinthe : very evil idea and very expensive too but interesting tough... It makes me thinking about the dirty double nuke on C&C_field to destroy the GDI infantry barracks... i'v never needed to double nuke the barracks before. I did needed double ion and a grenader for airstrip though. Odd both beacons does like 49.99 damage so there is like 1 or 2 hp left on airstrip.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Mon, 15 Apr 2002 21:54:00 GMT
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hmmm..i've tried nuking the barracks and the refinery before...it works great...as long as u can defend ur beacon for 15 secs u finish them off!!! also...if u r gdi...get three people to go w/ u...head to the tunnel near the strip...then hide behind rocks while u move about...plant all the beacons at the closest rock to the refinery. one beacon will do about 65% damage to the refinery and the next will destroy it...but be careful about the third...it is safer to have three but u can try it w/ two...try it!!!

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:51:00 GMT
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I agree with absinthe : very evil idea and very expensive too but interesting tough... It makes me thinking about the dirty double nuke on C&C_field to destroy the GDI infantry barracks...

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Tue, 16 Apr 2002 04:36:00 GMT
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I think it is a very cool idea i will have to try it i think it is a little mean but who cares.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Tue, 16 Apr 2002 23:58:00 GMT
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I basically have a surefire way to take out the Nod ref. in Field...but I'm not telling because so far it's worked 95% of the time and basically every server I've done it on, someone has asked "how did you get it in one?"

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 17 Apr 2002 02:50:00 GMT
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quote:Originally posted by destruyax:I basically have a surefire way to take out the Nod ref. in Field...but I'm not telling because so far it's worked 95% of the time and basically every server I've done it on, someone has asked "how did you get it in one?" NOD NUKE on GDI Refinery on Field.
Step #1: Go down tunnel toward Barracks
Step #2: Turn right but stay close to wall
Step #3: Head for the dark spot next to Refinery (this only works if you are stealth blackhand)
Step #4: Deploy your NUKE Beacon in dark spot next to wall next to GDI Refinery. (Best to plant 2-3 Nukes at same time)
Step #5: If Tech or one is with you plant 5-10 Proximity Mines near NUKES.
Step #6: Carefully retrace your steps and go back the same way you came in. Step #7: Periodically fire at the Weap Factor as a diversion if there is less than 4 defenders on base, if more then 4
RUN!!!!!!
Step #8: GOOD LUCK!!!!!!

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 17 Apr 2002 06:46:00 GMT
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Last night I saw a rather irritating beacon placement that I would consider a game bug rather than strategy. The map was Volcano and somehow one of the GDIs got a beacon inside our powerplant. It was "embedded" into a purchase terminal. None of the engineers, including myself, could disarm it because the game kept highlighting the purchase terminal assuming we wanted to buy something. I think what he did was jump onto a small lip that is part of the bottom half of the terminal. Its enough surface to drop a beacon onto.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 17 Apr 2002 08:36:00 GMT

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quote:Originally posted by Absynthe:Last night I saw a rather irritating beacon placement that I would consider a game bug rather than strategy. The map was Volcano and somehow one of the GDIs got a beacon inside our powerplant. It was "embedded" into a purchase terminal. None of the engineers, including myself, could disarm it because the game kept highlighting the purchase terminal assuming we wanted to buy something. I think what he did was jump onto a small lip that is part of the bottom half of the terminal. Its enough surface to drop a beacon onto. This type of beacon placement really bothers me. I hope it's considered abuse of a bug, since I can be an engineer standing right next to it.. looking at it, but still can't disarm it.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 17 Apr 2002 21:06:00 GMT
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quote:Originally posted by FoxStar99:[QB]NOD NUKE on GDI Refinery on Field.[QB]I said destroy NOD'S ref, not GDI's.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 17 Apr 2002 21:28:00 GMT
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it does

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:22:00 GMT
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Yeah that's all a nice and fancy strategy but I prefer to just flame rush. (Or Roof Nuke, heheheheh)

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Thu, 18 Apr 2002 03:15:00 GMT
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NOD eh ?

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:09:00 GMT
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quote:Originally posted by destroyax:I basically have a surefire way to take out the Nod ref. in Field...but I'm not telling because so far it's worked 95\% of the time and basically every server I've done it on, someone has asked "how did you get it in one?" That's easy. Move up to first rock, let obelisk cool down. Move to second rock, let it cool down again, then move right up beside refinery, stay against the wall, and the Obelisk does not see you. You're home free if you place your c4 beside it and if you haven't already been spotted. I also think there's a way to jump through the little crack there at the ledge at the back of the refinery.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:57:00 GMT
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quote:Originally posted by destroyax:I said destroy NOD'S ref, not GDI's. Remember, it's Nod, not NOD.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:19:00 GMT
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I SWEAR that that guy has made 1900 posts JUST by saying that!!!He must have a form Post!

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:32:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.Remember, it's "Brotherhood of Nod", not Nod.

Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Tue, 23 Apr 2002 11:59:00 GMT
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Subject: 'sneaky' beacon placement
Posted by [Anonymous](#) on Wed, 24 Apr 2002 00:29:00 GMT
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My tactic IS ALOT MORE SINISTER THAN THE FIRST! Then buy a Nod Stealth Soldier Go to the GDI base this only works on ames when the defenses havebeen taken out or if there is no

defenses. Ok go to GDI base Undetected witha Nuke beacon. Go up the ramp to the Weapons Fac. Now that edege there if you jump off there should be a little ledgeto walk on now go to the corner and plant beacon. GO back to the noraml top part and go up the other ramp then any enjes threr you get a good head shot.
