
Subject: nice places for a beacon on flying maps
Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:07:00 GMT
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on the new maps, where do you place your beacons?i found a really good spot on the barracks:most people somehow presume you put it on the top, but if you go down UNDER the ramps that lead up, face the outside, and plant it, no one will see it from the outside, they only see it when they're under it and face the outside toonow after doing this, go on the top and stay there, hold on as long as you can, theyll search for a beacon there but wont find it.i tried this several times and the beacon wasnt disarmed any of the times somtimes engineers even run past the beacon

Subject: nice places for a beacon on flying maps
Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:38:00 GMT
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Nice i gona test it...

Subject: nice places for a beacon on flying maps
Posted by [Anonymous](#) on Sat, 20 Apr 2002 13:20:00 GMT
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did you know:1) you can also turn capslock off.2) its not forbidden to press 'enter'

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 13:28:00 GMT
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Invincible Beacon: No, not the PT trick...1. Get a chnook2. Become an engineer or advanced engineer with a beacon3. Place 3 Remote C4 on the transport4. Get into the enemy base and position yourself right over the top of the Refinery. (Tallest part) and jump out.5. If you positioned yourself just right you will land on the top of the Ref (not normally accessible)6. Plant beacon.7. If any people in base (that can hit you), set off remote C48. If only an engine, Grenader etc. wait for them to take the chnook.9. When they are in the air, set off the c4...10. Watch them fall to their death...

Subject: nice places for a beacon on flying maps
Posted by [Anonymous](#) on Sat, 20 Apr 2002 13:37:00 GMT
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This spots a little risky, but can pay off (this is Nod only)1) Get on the very top of the weapons factory.2) Start walking in the direction of your own base.3) Stop when you get onto the slanted

section.4) You'll start to fall off the building, but if you try running back towards it you should fall onto a little ledge, partway up the building.5) The advantages to this spot are: a) People never look there, b) lots of people will probably run too fast off the building trying to reach the ledge, and c) it has really easy access to sniper/rocket cover.

Subject: nice places for a beacon on flying maps
Posted by [Anonymous](#) on Sat, 20 Apr 2002 15:10:00 GMT
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Nice places

Subject: nice places for a beacon on flying maps
Posted by [Anonymous](#) on Sun, 21 Apr 2002 00:40:00 GMT
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THE WEAPONS FACTORY, OK GO UP THE RAMP, AND THEN TURN LEFT AND ON THAT WAY, U SHOULD SEE A RAMP LEADING DOWN, SO U GO DOWN THAT AND [B]CAREFULLY WALK[B] AGAINST THE PIPE ON THE LEFT, AND THEN THERE WILL BE A LIL AREA NEXT TO A BIG PIPE ON UR LEFT, AND U CAN SET IT OFF THERE, I TRIED IT LIKE 10 TIMES AND HASNT BEEN SET OFF YET INFACIT THEY RAN RIGHT PAST THE BECON, WHILE I WAS THERE, hehee THE REF: THIS ONE IS HARD, BECAUSE THRERZ ONLY A BIG PLATFORM THING...ANYWAY PLANT IT SO A SNIPER COULD SEE IT, AND U COULD PROTECT IT, JUST WATCH OUT FOR THE ORCAS...POWERPLANT:THE FARTHEST PART AWAY FROM THE RAMP, SO IT TAKES EM LONGER TO GET TO IT, AND THEN JUST SHOOT EM DOWN...AGT:BETWEEN THE POLE, AND THE MAIN BUILDINGNOW FOR GDI'S BECON PLANTINGAIRSTRIP:THE VERY TOP, SO IT TAKES THE LONGESET TO GET THERE, OBOLISK:WHEN U ENTER THERZ A LIL PLACE TOT EH LEFTHAND OF NOD:GO UP THE RAMPS, INSTEAD OF GOING TOT HE RED PART ON THE VERY TOP, GO LEFT B4 THE SECOND RAMP, PLACE IT THERE...ref and power the same for nod(HOPE IT HELPS!)[April 20, 2002: Message edited by: cliffkik0]
