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Subject: Homing Rockets

Posted by [Anonymous](#) on Sun, 05 May 2002 19:54:00 GMT

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I have noticed that with the rocket launching vehicles (not infantry) that sometimes the rockets home in and follow their target. What I have not found is a pattern to it, and figured out how to get them to home in. Earlier today, playing on Meadows\_flying I used a Stealth Tank against an Orca, which was just hovering in place, so I hit it with the first salvo. The second and third salvos went straight and missed, however the fourth went past it, turned around and hit the Orca, destroying it. This has also happened with the MRLS, both for and against me. Again, I have found no pattern to doing it, and the rockets have even homed in on cloaked stealth tanks at long range, that were not revealed in any way, until my rockets curved to hit them. The ONLY thing I have found consistent is that my cursor has been close to or on the target that gets homed in on, but I am not sure. Does anyone know the secret/trick to doing this?

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 02:32:00 GMT

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the trick is to press alt-f4 while clicking. Takes a lot of practice and patience, cause the game is known to crash after its first few homing missiles, it needs to get used to the generation of extra code.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 02:46:00 GMT

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n00b

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 05:09:00 GMT

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I wish to make this post summarise all the best (and obvious) tactics you can use whilst playing for NOD. I'll start us off with...1. Stealth Blackhand & Beacon - sneak into base (with no defenses!) and plant beacon, then guard it.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 05:15:00 GMT

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Alt+F4? Close the program!

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 05:19:00 GMT

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2. Stealth Tank and Beacons;3. Artillery: attacks GDI's buildings out of the AGT's range.4. Stealth Tank and Flame Tank rush: Stealths attack vehicles, Flames take buildings out.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 05:54:00 GMT

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wow, such great obvious tactics

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 08:26:00 GMT

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If you are Nod and you are looking for the best places to put your beacon, I have a few ideas for you. If there are no defenses, the best place to put a beacon on a vehicle plant is in the production room. It will open for you and close behind you. If you put it in the right spot, they won't see it. more to come

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 08:37:00 GMT

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quote:Originally posted by Woggy:wow, such great obvious tactics Don't forget.. you can kill infantry pretty well with snipers when you hide and shoot from dark corners. Anyhow...On undefended maps, I'd say do some buggy engineer rushes once you can afford them. Do it quickly though.. before they can buy a hotwire and place mines. Flame tank rushes are often successful if everyone rushes properly (how people screw that up is beyond me.. rush=rush, not stop and backup as soon as you start getting hit). I find them boring lately, though.. so I try to use different methods.[ May 06, 2002: Message edited by: kubi0461 ]

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 09:30:00 GMT

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Or, now since the tops of buildings are accessible, put it behind the chimney/smokestack on the Weapons Factory.... Or, shoot out the windows on the Airstrip, climb in there (I know how) and place it in there.... Barracks, put it under the side ramps, behind the block & Window... Same on the HoN.. Refinery, in the deposit door, catch a harvester in, and drop it behind the door while it is

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open.And Power Plants, inside the exhaust stack...

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 09:39:00 GMT

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LMAO!! yeah... alt+F4 will do the trick every time...But I have noticed this also... I don't know what it is, but it is kinda cool....

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 11:09:00 GMT

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ive trid this and it usally works,follow the dot on you target thingy and wait for it to turn ywllow or red and fire for a homing.but wait ,for the yellow only turns red at some things.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 13:40:00 GMT

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Also, it's Nod, not NOD.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 14:41:00 GMT

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quote:Originally posted by Woggy:the trick is to press alt-f4 while clicking. Takes alot of practise abd patience, cause the game is know to crash after its first few homing missiles, it needs to get used to the generation of extra code.lol! he's right, I've done that enough and it never crashes now.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 15:46:00 GMT

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quote:Originally posted by jm21146:how do you get in the exhaust stack and the control tower  
I tested it, and you actually can't get in the exhaust on the power plants.... and the Airstrip is a personal trick of mine... and if I were to tell you, you would smack yourself for it being SO obvious...[ May 06, 2002: Message edited by: Daemetos ]

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 16:38:00 GMT

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I usally stick the becons in the most simple places and no one ever finds them... once I placed it on the side of the barracks and no one even came to disarm it... they were probally n00bs, generaly the game is filled with n00bs so I just walk in place the becon and dont even need to defend it because a n00b probally wouldnt disarm one even if it was infrount of him and he was an eng

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 17:49:00 GMT

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did u noe...when u place the beacon in the factory...u can get killed...so i never put it there, if a gdi guy buys a tank or if the harvy comes out...bye bye to 1000 creds plus whatever unit u r using...very very risky...

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 19:02:00 GMT

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quote:Originally posted by Super Dan:I usally stick the becons in the most simple places and no one ever finds them... once I placed it on the side of the barracks and no one even came to disarm it... they were probally n00bs, generaly the game is filled with n00bs so I just walk in place the becon and dont even need to defend it because a n00b probally wouldnt disarm one even if it was infrount of him and he was an eng Try this when playing on WOLF1 server

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 19:08:00 GMT

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The best beacon tactic is in group of 3 or 4 stealth guys where 2 of them have a beacon and plant one for each building having the other 2 guys as backup for incoming engies. Obvious, but every enemy engie will try to disarm one beacon leaving the other one free to do its job.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 19:23:00 GMT

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if i'm playing on walls as nod, consider the weapons factory gone.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 20:23:00 GMT

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So would I Ninjagod, there is also a place behind the console of the War Factory that u can put it behind, if u get it in the right place, they can't see it

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Subject: Homing Rockets

Posted by [Anonymous](#) on Mon, 06 May 2002 20:47:00 GMT

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or, on Walls\_flying, put on top of the building, they'll never see it, unless they watch you go up there....

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 00:22:00 GMT

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quote:Originally posted by Daemetos:Or, now since the tops of buildings are accessible, put it behind the chimney/smokestack on the Weapons Factory.... Or, shoot out the windows on the Airstrip, climb in there (I know how) and place it in there.... Barracks, put it under the side ramps, behind the block & Window... Same on the HoN.. Refinery, in the deposit door, catch a harvester in, and drop it behind the door while it is open.And Power Plants, inside the exhaust stack... how do you get in the exhaust stack and the control tower

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 00:33:00 GMT

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Place it as the Harv parks in the Refinery. If you time it right GDI can never get to it. Plus you can always take a few GDI guys out. They wait around waiting for the Harv to leave.....[ May 06, 2002: Message edited by: The Argon Array ]

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 00:56:00 GMT

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White = ready to fire  
Red = Locked on  
Yellow = Reloading

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Subject: Homing Rockets

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Posted by [Anonymous](#) on Tue, 07 May 2002 03:58:00 GMT

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I always put it outside the buildings in the little gaps around the edge. e.g The power plant has a little nook at the back. If you put it on the roof or inside they tend to be the first places that someone looks for them. You can also place the beacon under stairs or anywhere that you can cover while being hidden. Placing mines around it is also a good idea, then the engineer has to disable them before the beacon. In one game I played the other team put a beacon on the roof and laid mines up the ramps so we couldn't get up to the roof to disable it.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 04:58:00 GMT

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I don't think anything beats the roof of the barracks on Canyon.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 05:33:00 GMT

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yes the rax roof is teh best

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 08:17:00 GMT

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Sory I couldnt finish, school Other places are in between the refinery and its silo. Another good place is in the power plant, just behind the control panel in the middle of the room. If they are in a hurry to find it, they might run right past it without looking behind them. If you are playing a Nod, you could put it behind the nook in the wall of the baricks. It is on your left as you enter the bericks tords the back. If they are in a hurry to find it, they will just glance in the room to see if you put it on the End Game spot.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 09:58:00 GMT

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I'll try that red reticle thing from now on and see if it works.BTW, why would you even waste your time telling me "Alt-f4"?I guess there's no way to prove i didnt try it, but most ppl realize that alt-f4 closes the currently selected/windowed program...How do you think I get rid of all those porn ads??

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 12:55:00 GMT

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 14:31:00 GMT

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Lol Nodshield..... porn ads..... fun fun

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 16:11:00 GMT

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quote:Originally posted by aircraftkiller2001:Also, it's Nod, not NOD.ACT strikes again lol

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 16:38:00 GMT

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quote:Originally posted by BoomerXP:2. Stealth Tank and Beacons;3. Artillery: attacks GDI's buildings out of the AGT's range.4. Stealth Tank and Flame Tank rush: Stealths attack vehicles, Flames take buildings out.5. Stealth C4 assassinations Yes obvious.. but fun.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 17:05:00 GMT

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?) Snipers shoot at infantry not tanks....

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 17:52:00 GMT

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I know what your talking about. I've missed a flame tank before that was pretty close to me and the missile went straight up turned around and came right down on top of it. It was the coldest thing ive ever seen (almost).I'm going to spend some time in a mrls to try to figure it out. That would be awesome.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 18:01:00 GMT

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Get a choper and put one on the War fac/airstip roof, then guard it. engineers are sitting duck and if theres a sakura or havoc just go by the ground on the other side of the building unless theirs an engi trying to disarm. Kill him first. I have gotten this to work all the time but the more players the harder it is. I think the biggest game i ever did this in was a 20 player game.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 19:01:00 GMT

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I've never seen that.....hmmmmmm

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 19:15:00 GMT

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Flamethrower suicide run. Actually effective vs. tanks somewhat, and if you keep running, throw c4. Whee. Original.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 22:36:00 GMT

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Half the time I'm in a MLRS, I'll pump off my six rockets. The first five will go straight and true. The sixth, however, will go vertical, loop-de-loop, loop-de-loop AGAIN, and then dive downwards and explode maybe 10 meters off the ground. No, I'm not kidding. It's why I take such a perverse pleasure in killing those things with MobArts.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Tue, 07 May 2002 23:19:00 GMT

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That alt+f4 trick? I love doing that on AOL. I'll enter a n00b chatroom and tell everyone that if they want to see something really kewl... (usually a picture or a secret window in AOL) to press alt+f4. After that, I just sit there and watch the numbers go down... HEHEHE!

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Subject: Homing Rockets

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Posted by [Anonymous](#) on Wed, 08 May 2002 13:55:00 GMT

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ok this is for nod on walls flyingwarfactory: u know the lil creavace behind the smokestack, go up and to ur left, cant miss itbarax: by the mct, they always think its on the outsidersrefinary: tricky, but have a sniper cover ur becon, put it on the roof, and have a sakura cover it from that big rock thingpowerplant: put it on the roof, a nd again, have a sakura cover itrules for planting a becon for nod: NEVER EVER EVER LEAVE UR BECON!ALWAYS PUT UR TIMED C4 ON IT SO U KNOW JUST WHEN TO GET OUT(leave as soon as it went boom)ALWAYS BE A SBH WHEN PLACING IT, UNLESS YOUR HAND OF NOD IS BLOWN, then dont place ur becon.NEVER PLANT A BECON WHEN THERE IS 1 MIN TO GO U WONT MAKE IT, AND IT PROBABBLY WONT GO OFF, PLUS IT GIVES UR ENEMY 300 MORE POINTS AND THAT MIGHT MAKE THEM WINthose are cliffkik0 rules for planting a becon on walls flying as \*\*\*NOD\*\*\*

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 14:13:00 GMT

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NOD noD Nod nOd whatever ack u suck.You don't have to correct every thing we say d#\$.Don't you think?

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 14:24:00 GMT

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ok id like to say an obvious tacticok buy mstuff fir ur team(flame tanks) then rush while u got engies in ur tank also, then rush them, while the engies take out the mct, plus some mobius/other good inf killers, to kill dem hotwires insideMUHHHAHAHAHA

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 15:03:00 GMT

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quote:Originally posted by NonameXK5:NOD noD Nod nOd whatever ack u suck.You don't have to correct every thing we say d#\$.Don't you think?           Yes, I do. Don't you think? Also, it's you, not u.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 15:18:00 GMT

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quote:Originally posted by NonameXK5:NOD noD Nod nOd whatever ack u suck.You don't have

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to correct every thing we say d#\$.Don't you think? He/She/It/Whatever/ will never stop..untilDev wakes up and bannes it...ACK is a little child with no outside life...friends... family,mate, its all about living in ones head.... ACK will never changewhen "it" decides to grow up.. it will see that the world does not revolve around its pitiful opinions or word corrections..this is all ACK has to offer besides lame attempts at map/music making... get a life ACK you will find more to life than word correction..I will leave this topic as I said...

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 16:54:00 GMT

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Here are the most blatantly obvious places to plant a beacon where everyone who's played for more than a week will check first. Refinery - between the building and the attached silo. Power plant - that gap in between the doors. Barracks - the pedastal (though no one seems to check pedastal when the barracks are gone) WF - the back of the building (be careful because the dead zone for the garage reaches back there and sometimes you'll die even when you're not in the garage) Hand of Nod - Pedastal. No one seems to plant beacons anywhere in the HoN except the pedastal. The neat thing is that the HoN is so complex that you can plant it anywhere inside and they'll have trouble finding it... valuable seconds at your disposal. Of course GDI doesn't have the stealth advantage, so beaconing against Nod is very different. Airstrip - inside the little room. Remember, I've listed the most obvious spots, so don't plant there if you can get it somewhere else unexpected. But, a magician never reveals her secrets, so I'm not going to say the good spots to put a beacon. [ May 08, 2002: Message edited by: Christine Korza ]

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 20:22:00 GMT

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quote:Originally posted by aircraftkiller2001:Yes, I do. Don't you think? Also, it's you, not u. I've said it once before, and I'll say it again:I love this I really do it just wouldn't be right if ACK didn't do that

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Subject: Homing Rockets

Posted by [Anonymous](#) on Wed, 08 May 2002 20:36:00 GMT

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quote:Originally posted by ID\_Ghost:He/She/It/Whatever/ will never stop..untilDev wakes up and bannes it...ACK is a little child with no outside life...friends... family,mate, its all about living in ones head.... ACK will never changewhen "it" decides to grow up.. it will see that the world does not revolve around its pitiful opinions or word corrections..this is all ACK has to offer besides lame attempts at map/music making... get a life ACK you will find more to life than word correction..I will leave this topic as I said...lol You assume too much... Get some real information on my life, then you can talk.No facts? BZZZZZZZZZZZZT WRONG ANSWER.

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Subject: Homing Rockets

Posted by [Anonymous](#) on Thu, 09 May 2002 00:57:00 GMT

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quote:Originally posted by NinjaGod:if i'm playing on walls as nod, consider the weapons factory gone.Omg, Nod ownz on that (esp. flying) map. They win every time. So you can consider all the buildings gone. Plz note: I speak from personal experience, just about 5/6 I play Nod wins.[ May 08, 2002: Message edited by: eae ]

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Subject: Homing Rockets

Posted by [Anonymous](#) on Thu, 09 May 2002 01:33:00 GMT

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quote:Originally posted by Daemetos:I tested it, and you actually can't get in the exhaust on the power plants.... and the Airstrip is a personal trick of mine... and if I were to tell you, you would smack yourself for it being SO obvious...[ May 06, 2002: Message edited by: Daemetos ]you'd have to be a total idiot n00b not to be able to get into the control tower. its just as easy as getting into any other spot in the NOD(ack lol) base

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Subject: Homing Rockets

Posted by [Anonymous](#) on Thu, 09 May 2002 02:36:00 GMT

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could someone tell me how to get in the control tower of the airstrip and also if you plant an ion beacon inside the back door of the hon sometimes it ends the game because that spot is right under the pedastal

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Subject: Homing Rockets

Posted by [Anonymous](#) on Fri, 10 May 2002 00:13:00 GMT

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the return of the english teacher

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Subject: Homing Rockets

Posted by [Anonymous](#) on Fri, 10 May 2002 01:44:00 GMT

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N D

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Subject: Homing Rockets

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Posted by [Anonymous](#) on Fri, 10 May 2002 10:28:00 GMT

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quote:Originally posted by NonameXK5:NOD noD Nod nOd whatever ack u suck.You don't have to correct every thing we say d#\$.Don't you think?           its ACK not ack

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**Subject: Homing Rockets**

Posted by [Anonymous](#) on Sat, 11 May 2002 00:40:00 GMT

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quote:Originally posted by ID\_Ghost:He/She/It/Whatever/ will never stop..untilDev wakes up and bannes it...ACK is a little child with no outside life...friends... family,mate, its all about living in ones head.... ACK will never changewhen "it" decides to grow up.. it will see that the world does not revolve around its pitiful opinions or word corrections..this is all ACK has to offer besides lame attempts at map/music making... get a life ACK you will find more to life than word correction..I will leave this topic as I said...Yea and guess what? This topic can survive without your constructive comments, thank you. And before I see you making better maps/music, you can stfu.

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