Subject: Heres an idea!
Posted by Anonymous on Thu, 09 May 2002 14:58:00 GMT
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Something the enemy sticks there becon in a place where it is aimed to destory tank, kill infantry quickly, the first thing I see is a big message saying "The becon is out side the base so fall back untill it goes off" then I decide to go and disarm it and while I am I'm getting messages saying "You ****ing n00b get back befor you are killed" well I think that anyone that says this is the n00b them self because you get (I think) 500 points for disarming one.It seems a very simple tactic to work out on gaining points but noone has ever came to help me disarm a becon soone has placed and left so please disarm a becon if you can (regardless of whre it is.)

Subject: Heres an idea!
Posted by Anonymous on Thu, 09 May 2002 15:48:00 GMT
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You get 300pts for disarming a beacon. You have 45 seconds from placement to disarm it. With a Engineer it takes 5 seconds. Is it worth disarming ?[May 09, 2002: Message edited by: ZTankMuncha]

Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 02:09:00 GMT
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I once plaid a game on islands. We were GDI and lost tiberium refinery & wepaons factory very early, putting us into "defense mode". With barracks only we held off about 6 tank rushes.Why I am posting this here? Well, we won the game over score because sneaky Nod also placed about 12 nuclear beacons in that game that were all disarmed, giving us HUGE numbers of score & credits.Most people realy underestimate the amount of points you get when disarming beacons, even mines (30 pts per mine ... nice if you find a tunnel with 15 proxies at one place) - or repairing a building.Mfg,ChaosE

Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 04:26:00 GMT
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Even if it is only 300 points to disarm a becon it is still worth it because I have had loads of game where we won by high score because people were putting there becons every where

Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 04:41:00 GMT
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LOL, it takes wayyyy more time than 5 seconds to disarm a beacon with an engy... probably 8-10 seconds with a hotwire ans 18-20 seconds with an engy

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Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 05:00:00 GMT
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quote:Originally posted by ChaosE:I once plaid a game on islands. We were GDI and lost tiberium refinery & wepaons factory very early, putting us into "defense mode". With barracks only we held off about 6 tank rushes.Why I am posting this here? Well, we won the game over score because sneaky Nod also placed about 12 nuclear beacons in that game that were all disarmed, giving us HUGE numbers of score & credits.Most people realy underestimate the amount of points you get when disarming beacons, even mines (30 pts per mine ... nice if you find a tunnel with 15 proxies at one place) - or repairing a building.Mfg,ChaosEI agree, and repeat :never let a mines field unguarded outside your base. If you can't guard, simply don't put mines here.This is especially true on C&C_field in tunnels...

Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 09:17:00 GMT
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Any Nod team that can't destroy the enemy base with 20 nukes is rather stupid, in my opinion. I can do it with 1 (maybe 1 or 2 more after if the opposing team is good)

Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 13:44:00 GMT
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and u go in to there base as a bhsg and once u get 1400(1800 if pp is out) u go to there base only to find 15 mines placed on the left, 15 on the right, so u go out of the tunnles go the regular way only to find 2 mobius guarding so u go back through the tunnles/find a sniper rifle and cap them both. u go to the top of the wf and since there are no mines,so u go UP THE RAMP TO THE LEFT AND DOWN THAT RAMP GO TO UR RIGHT AND PUT THE BECON BEHIND THE SMOKESTACK!!!!! shesh how many times have i seen 2 sbh nuke the wf on the floor.... even when the mines arent on the ramp!!!! omg.... nobody can find it... i even told them were to place it! the best for da barax is the side behind the window. the ref is ontop-have a sniper cover it. and the pp is again top and have a sniper cover it...hehe u gtet 1000pts for a destroyed building and 1500 for a becond building and destruction

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Subject: Heres an idea!
Posted by Anonymous on Fri, 10 May 2002 16:51:00 GMT
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quote:Originally posted by AzWhoopin:LOL, it takes wayyyy more time than 5 seconds to disarm a beacon with an engy... probably 8-10 seconds with a hotwire ans 18-20 seconds with an engyIt feels like it takes 1/2 an hour sometimes.. especially when it's going to be CLOSE!

Subject: Heres an idea!
Posted by Anonymous on Sat, 11 May 2002 05:38:00 GMT

quote:Originally posted by Kab0om420:It feels like it takes 1/2 an hour sometimes.. especially when it's going to be CLOSE!Sometimes it feels even longer...Once I was playing and (I was using some file that gives you a count down before the nuke/ion cannon is droped) there was 10 seconds left and I was a Tech and I disarmed the becon at the very last possable second (my team didn't help at all and If I haden't traded my Sakura we would have lost the Strip, also most of my team were the free ones (but not eng   ))

Subject: Heres an idea!
Posted by Anonymous on Sat, 11 May 2002 06:11:00 GMT

ppl complain its not worth disarming a beacon, but its worth a try (unless your degrading yourself from a 1000$ person). Its much easier to disarm a beacon if you know where to look, common places are:Inside War FactoryBehind silo in refineryN e wherer out side a power planton top of buildings where accesableround the back of buildings behind base defencesand on the pedestal (this is rarely done tho)