
Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 16:41:00 GMT

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The map was Wall_Flying and we were loseing, someone said "I got a beacon and I'm going destory the Wep Fac and they wont be able to find it." at first I thought he was a n00b or something trying to look good so using my SBH I moved out of the way and went to the top of the wall in their base to watch and see where he places it (but I didnt see him) I heard the voice saying that the beacon had been placed, and there was a mad search of eng/hotwire running like mad to disarm the beacon but they couldn't and they lost their wep fac, after that we get messages like WTF did you place that beacon.I cant remember who this person was that placed it but there must be somewhere on the Wep fac that you can place a beacon and not have it disarmed (I do know a very nice spot on the tib fac and PP that is almost inpossable to disarm but I dont want to tell you)

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 16:48:00 GMT

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try over by the smoke stack area very hard to find takes for ever to get to and disarm

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 17:00:00 GMT

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As soon as you get on the weps fac, all u have to do is go by the back and fall off. There is a little ledge, no one has ever found it when Ive done it.

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 17:02:00 GMT

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There is a spot where you can place it where the beacon turns invisible on top of the WF!

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 17:07:00 GMT

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quote:Originally posted by Leadmecca:There is a spot where you can place it where the beacon turns invisible on top of the WF! Leadmecca ur a moron!

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 17:10:00 GMT

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King of the /V00813Z 2 U *****!

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 17:16:00 GMT

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On the PP and Tib fac there is a place that you can set a beacon and it would be very hard to disarm it... its also very hard to get to there(its reched on foot)On the PP I have be shot down in my Apache when above the tube on the PP and fallen inside with my beacon but you need a timed mine to get out.On the Wep fac I like to stick a beacon right at the top to make the eng walk long.. then when he tryed to disarm it thetimed C4 blows up in is face and he has to do it all over again just to find he is too late

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 20:10:00 GMT

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An impossible place to disarm a beacon is on Walls_Flying. You fly over the refinery with a transport heli, and drop off above the hatch where the harvester goes in. Go forward as you will slide off. Then plant the beacon since you don't move when putting down a beacon.I used to have a pic but its gone

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 20:29:00 GMT

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You dummys!!! Keep that secret!!! The more that know the worse it is.

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Wed, 15 May 2002 20:38:00 GMT

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quote:Originally posted by CHUCKELS:You dummys!!! Keep that secret!!! The more that know the worse it is.THE MORE THAT KNOW, THE MORE WE WILL WIN
WHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA but really you have a very good point

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Thu, 16 May 2002 01:30:00 GMT

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I know a lot more good spots but will not tell you here

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Thu, 16 May 2002 01:32:00 GMT

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Dont's use the undisarmed c4 and beacons its not fair. But most of the time there is a place where you can disarm them. Just keep trying.

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Thu, 16 May 2002 10:25:00 GMT

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Everyone who told the secret places are morons. I just found out a secret place on the WF, and it's a nice little spot that takes dexterty to reach. The whole use of these spots is to make it hard for the enemy to find out. If they know where the spots are, they'll be useless.

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Thu, 16 May 2002 14:29:00 GMT

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Super Dan, You really are super because I am positive that you are not able to, at all, in any way, get down the Cooling tower of the PP.Busted!

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Thu, 16 May 2002 14:45:00 GMT

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quote:Originally posted by Nodshield:Super Dan, You really are super because I am positive that you are not able to, at all, in any way, get down the Cooling tower of the PP.Busted!Ah I think I MIGHT know how it happened but I'm not sure... the map I was using had aircrafts and the old style building, I 'think' that the cone on PP is a little bigger allowing you to get inside the tube, the map was Colossus 2 and I was also able to get the Apache inside building.Also I have tryed to press E when above the PP and land in the tube but 10/10 times I have missed, this one time I just happened to get shot down directly above the tube.

Subject: Somewhere yu can put a beacon that cannot be disarmed?

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

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quote:Originally posted by Nodshield:Super Dan, You really are super because I am positive that you are not able to, at all, in any way, get down the Cooling tower of the PP.Busted!It's very easy to get in there

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Sat, 18 May 2002 20:38:00 GMT

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I am just curious but did the latest patch fix the PT bug?

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Sun, 19 May 2002 11:00:00 GMT

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quote:Originally posted by CHUCKELS:You dummys!!! Keep that secret!!! The more that know the worse it is.No... I think I'll email Westwood and tell them about it. It's kinda dumb to have an invisible beacon on a building

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Sun, 19 May 2002 17:59:00 GMT

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I've always wondered if you can plant a beacon on top of the AGT.

Subject: Somewhere yu can put a beacon that cannot be disarmed?

Posted by [Anonymous](#) on Sun, 19 May 2002 20:22:00 GMT

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quote:Originally posted by Nodshield:Super Dan, You really are super because I am positive that you are not able to, at all, in any way, get down the Cooling tower of the PP.Busted!bah you can. easy enough on improperly setup air maps. you can drop out of the choppers into the stack and plant it. but your borked because your stuck in there with it and have to suicide. nwo if you manange to get your chopper to noseover into the tube with you you may be ok if the enemy doest blast it.Westwoods to airmaps are setup with invisible blocks over the PP vent, ect
