Posted by Anonymous on Thu, 16 May 2002 06:04:00 GMT
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Ok I have just lost around 10 game (in a row) due to stupid beacon placing, please before you lay a beacon think about these things:1) How many points either team has (if they disarm your beacon it will give them 300 points)2) How many people are in the game (the more people on their team the more chance you/beacon will be found.3) Chance of success, NEVER EVER deploy a beacon if you can not defend it for long, if you are killed it will only take them 10 seconds to disarm it4) Go as a team, do go in on your own and deploy the beacon, take a few other people that can help you defend the beacon (a group of 5 SBH works VERY well)5) Put down your timed C4 if you have it, when I blows up if the enemy is disarming it they might get killed.6) Try to hide you beacon as much as you can, if people cant see it they cant disarm it.7) Dont buy a beacon if you are a n00b (no j/k) too many times I ave seen a n00b buy one and screw the whole thing up. Lay more than one beacon, get a few others to come with you and deploy a beacon too, they may disarm one beacon but can they disarm 5?9) Dont be seen by the enemy or they will follow you and kill you (and let you deploy the beacon so they can clame points)10) Look at the time left, it takes about 40-50 seconds befor the nuke/Ion cannon hits and if there is 30 second left then you cant destory a building using it BUT 30 seconds is enough time for them to disarm the bacon.I can think of loads more but I'm not going to post them because there are too many.

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 06:13:00 GMT
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And remember a beacon can still be disarmed until the bigbang comes. So dont runaway when you hear some strange sounds.

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 06:15:00 GMT
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quote:Originally posted by Super Dan:Ok I have just lost around 10 game (in a row) due to stupid beacon placing, please before you lay a beacon think about these things:1) How many points either team has (if they disarm your beacon it will give them 300 points)2) How many people are in the game (the more people on their team the more chance you/beacon will be found.3) Chance of success, NEVER EVER deploy a beacon if you can not defend it for long, if you are killed it will only take them 10 seconds to disarm it4) Go as a team, do go in on your own and deploy the beacon, take a few other people that can help you defend the beacon (a group of 5 SBH works VERY well)5) Put down your timed C4 if you have it, when I blows up if the enemy is disarming it they might get killed.6) Try to hide you beacon as much as you can, if people cant see it they cant disarm it.7) Dont buy a beacon if you are a n00b (no j/k) too many times I ave seen a n00b buy one and screw the whole thing up. Lay more than one beacon, get a few others to come with you and deploy a beacon too, they may disarm one beacon but can they disarm 5?9) Dont be seen by the enemy or they will follow you and kill you (and let you deploy the beacon so they can clame

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Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 06:16:00 GMT
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I usally keep disarming the beacon untill either it falls and kills me or I disarm it

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Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 06:24:00 GMT
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What's the point of quoting someone and not saying anything?[May 16, 2002: Message edited by: eae]

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 06:29:00 GMT
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quote:Originally posted by eae:What's the point of quoting someone and not saying anything?[May 16, 2002: Message edited by: eae]Good point.. .but it bumps my topic

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Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 06:32:00 GMT
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this is a good one, if you see a stealth follow him but dont make it look like your following him{dont follow straight at him} and if your an engie put c4 on him while he's placing it and when he's done blow him up and disarm the beacon for some points and cash!

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 13:17:00 GMT
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I end up blowing myself up more than the enemy when I plant C4 by the beacon

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Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Thu, 16 May 2002 15:33:00 GMT
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quote:Originally posted by dmc321:And remember a beacon can still be disarmed until the bigbang comes. So dont runaway when you hear some strange sounds.Hehe, once, in walls, Nod set a beacon in the war factory, me and a hotwire found it and started to disarm it, but since we got there kinda late the missle started to fall, soon after the hotwire ran off but I stayed. A few seconds later I managed to disarm the beacon, but the funny (and very freaky thing is) I could see the missle in the factory. It was literaly 1 second from hitting. I laughed so hard at that.

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Fri, 17 May 2002 01:26:00 GMT
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quote:Originally posted by Super Dan:I usally keep disarming the beacon untill either it falls and kills me or I disarm it   Always nice seeing everybody running away from the beacon while it has 5\% left.

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Sat, 18 May 2002 10:27:00 GMT
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I dont see why People run away if they are an eng because its better to lose a builfing and an eng than it is to lose just the building (it shows that the eng tryed to disarm the beacon)I like nothing more than to see a groupe of eng running away from the beacon... when it was our beacon they ran away from

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Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Sat, 18 May 2002 14:14:00 GMT
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I was playing mesa today.... we had no strip, but i had tech, stealth tank and a nuke. I drove to the back of GDI ref, planted nuke, put timed on, and repaired my stealthit was at like 95\% and i parked on a corner.... someone took it and ran me over! :L(hehehBe Careful with that

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Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Mon, 20 May 2002 13:35:00 GMT
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If you are in a tank and you see a beacon placed by your team always drive towards it in the effort to stop engis/techs from disarming it. Block the path to it, or drive over it so they cannot see it. It is

after all a team game, and if its disarmed your team effectively loses 300 pointsIf possible when placing the beacon alert snipers, they can cover the beacon quite effectively. Though for this you take away the aspect of the beacon being hidden, however if the snipers are good it can mean the difference between a successful beacon placement.

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Mon, 20 May 2002 13:39:00 GMT
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quote:Originally posted by kiwi98989:this is a good one, if you see a stealth follow him but dont make it look like your following him{dont follow straight at him} and if your an engie put c4 on him while he's placing it and when he's done blow him up and disarm the beacon for some points and cash!   Much safer just to kill the stealth first off. It's extremely hard to follow one unless you're right on top of him in which case he probably notices. Otherwise, he'll fade out of view. I usually whip out my pistol (often I'm an engineer) and fire at him until I kill him or until someone does. Works well if you see a stealth tank, too. fire at it with a pistol to keep it somewhat visible until a teammate with better firepower sees it and takes it out.

Subject: Please think about tis next time you place a beacon!
Posted by Anonymous on Mon, 20 May 2002 15:12:00 GMT
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quote:What's the point of quoting someone and not saying anything?