Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 05:14:00 GMT
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I swear, if your going to p*ss out and do it the easy way, at least place the stupid becaons in the tunnel behind the refinery the correct way! Last night the guys playing for GDI placed well over 15+ beacons in a lame attempt to destroy the Tib factory WHILE the rest of the their base went south.............. Is taking the short bus to school really worth it?

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 07:57:00 GMT
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Not a lot of people know the correct apot to place the beacon. Once there were 6 deployed at same time and I placed my one at different spot than the other 5 and they keep telling me that I placed at wrong place. In the end only my one managed to hit the refin and their ones all went to waste. They blame that they have eng and tech reapiring it so the refin is not destoryed.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:06:00 GMT
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I also hate it when people place the nuke to destroy the barracks behind the wrong rock.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:15:00 GMT
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when they do the Ion in the tunnel thing, the enginners in the Tib can score some serious points by repairing the Tib after the becaons go off.............most of the time it benefits the other side point wise...........

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:20:00 GMT
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Repairing never benefits the team because the damage pts done that needed the repairs is exactly double. If the beacon did 200 PTS of damage to ref they get 100 back for repairing it.[May 22, 2002: Message edited by: AzWhoopin]

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:21:00 GMT
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I meant the person who is doing the repairing..........they get some serious pts for repairing the Tib through the master control panel.................

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:24:00 GMT
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either way, the other team loses 50\% of the pts your team gets from damaging it. What does it matter if somebody gets repair pts when the person that laid the beacon gets 2 times that amount?? Result, advantage beaconing team.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:30:00 GMT
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I didn't realize that the person deploying the beacon recieved so many points...............granted they planted it in the right place............

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:39:00 GMT
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Well a building can take 450 pts of damage before it dies, 200 PTS of damage on a building is not even half dead.Timed C4 does 200 PTS of damageRemote C4 Does 100 PTS of damage[May 22, 2002: Message edited by: AzWhoopin]

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:46:00 GMT
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thanks for the numbers, nice to know............

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:50:00 GMT
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quote:Originally posted by Devon:I also hate it when people place the nuke to destroy the

barracks behind the wrong rock.You can destroy the bar with a nuke behind that first rock..

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:51:00 GMT
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And a deployed beacon that kills an entire healthy building give a whopping 750 PTS! (450 for damage + 300 kill bonus)

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 08:55:00 GMT
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I knew about the whole building points, but not the individual points............

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 21:08:00 GMT
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The best way to counter this is to prepare a flame rush. All the times I've seen this happen, the GDI team usually gives it away by securing that position until they can afford beacons. This means they're not reconnoitering. Smart teams flame rush. n00bs stay behind and ***** about it not being fair. The ref for an entire base? Seems fair to me. And also you CAN thwart this if you have three techs repairing while the shots are coming down - it's all a matter of getting people willing to give up their SBHs or Mendozas to serve the greater good.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 23:03:00 GMT
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Wrong. If you remember, it takes either 3 c4, or 2 remotes and 2 timed. That's 600 pts. total, plus a kill bonus of 150. Duh! Were you dropped on your head? You posted how many points you get for each type, then went against it.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 23:37:00 GMT
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quote:Originally posted by Red Invasion:Wrong. If you remember, it takes either 3 c4, or 2 remotes and 2 timed. That's 600 pts. total, plus a kill bonus of 150. Duh! Were you dropped on

your head? You posted how many points you get for each type, then went against it.Um, duh... you're the one who's incorrect. 3 timed or 2 timed and 2 remotes will actually do a little overkill. That's why you can afford for the engies to do a little repairing between blasts and still take down the building.[May 22, 2002: Message edited by: Christine Korza]

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Wed, 22 May 2002 23:57:00 GMT
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stop making a big deal over nothing, just as long as you know a tech can destroy a building by himself and an engie can't, your fine

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Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Thu, 23 May 2002 20:46:00 GMT
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Well just for clarification, timed c4 will do 4 bars of damage to a building and remote c4 will do 2 bars(when placed on mct of course.) So any combination of the two types that adds up to 10 or more at one time will kill a building.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Thu, 23 May 2002 20:56:00 GMT
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how did this post get from ion to c-4

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Fri, 24 May 2002 02:05:00 GMT
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quote:Originally posted by hareman:how did this post get from ion to c-4exactly what im wondering

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Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Fri, 24 May 2002 08:00:00 GMT
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To destroy a building all you need is 2 remote and 1 timed. They have to blow simultaneously though, which maginfies the effect. Its funny that many people argue this isnt true, but EVERY day I blow up buildings as just a normal engineer

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Fri, 24 May 2002 11:42:00 GMT
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what's fun is to set a remote on one building's exterior, and blow it just before the timed stuff on the other building blows... but everyone knows that one.Another thing to do, if you REALLY want to get the enemy complacent(and only if your team has about 10,000 creds extra in total), is to set up a beacon assault squad, and have them wait a while. The reasoning being that in that time, the rest of the team buys beacons and sets them in the field, so when the attack team gets there, the bad guys think it's just another one of the distractions.

Subject: Ion Beacon/Field Map = Retards
Posted by Anonymous on Sat, 25 May 2002 08:25:00 GMT
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Listen to Ogun. timed do 40\%, remote do 20\%3 remote, 1 timed,1 remote, 2 timed barely kill