
Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Wed, 12 Jun 2002 04:32:00 GMT
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when there is one buliding left thats not the barracks/HON, and they have 16 engys repairing it, go for endgame. sure, u dont get points but u win the game.

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Wed, 12 Jun 2002 04:48:00 GMT
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Yep. If the barracks/HON are destroyed, no one will guard them any more. Yery bad mistake, often seen on walls.Cfx

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Wed, 12 Jun 2002 06:35:00 GMT
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Why do you say that it is "little used"?

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Wed, 12 Jun 2002 10:24:00 GMT
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Because I only saw it happen once?

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:01:00 GMT
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works great, especially as a tech/hotwire, so you can mine all the doors...hehehe...Another amusing beacon trick(that only works if you have wads of credits) is to plant several beacons in random harmless locations, making the enemy engineers run around like madmen. After about the third, they ignore all further beacons, leaving you to plant wherever you want to.

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:39:00 GMT
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On what n00b servers do you play Timius? I had a lot of games when this was done... Nukelt, you

make a good point, this tactic of distraction might work quite often

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Thu, 13 Jun 2002 17:59:00 GMT
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its little used because no server uses the beacon win anymore!its a lame tactic on no defence maps and westwood said its a capture the flag game (beacon/pedestal) so you should be able to turn base destruct off...

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Fri, 14 Jun 2002 05:37:00 GMT
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It's NOT lame, lame is when you shoot at the buildings for about 30 minutes and then win. But the beacon strategy is very funny and much more effective. On the other hand, every good player would FIRST check the pedestral for beacons!

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Fri, 14 Jun 2002 21:51:00 GMT
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thast what you would think but if its in the last minute or so in an hour long game on hourglass when everyone has about 1000000 creds and beacons are goin off everywhere, eventually after its not around the last non-infantry making building structure, normally the weaps or strip, they will look and then just think that its sum rich person looking at the pretty colours.

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:43:00 GMT
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LOL I remember I joned one game and my team was doing horribly. we had lost our AGT. Our weapons factory was down to like 2 red Blocks left. So I bought a APc A Mobius and a Beacon and rush ed fro mthe left side. (this was hourglass) I won the game for my team. But now I know I should have never done that and should ahve stayed to hel pmy team defned.

Subject: one of the most obvious, but little used tactic
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:16:00 GMT
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quote:Originally posted by Rivendall:LOL I remember I joned one game and my team was doing horribly. we had lost our AGT. Our weapons factory was down to like 2 red Blocks left. So I bought a APc A Mobius and a Beacon and rush ed fro mthe left side. (this was hourglass) I won the game for my team. But now I know I should have never done that and should ahve stayed to hel pmy team defned.whoa! always check your spellings my teacher sed! lol
