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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:10:00 GMT

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On field,as GDI,we APC rushed the OB,well,I got out of the APC early and went in the hand as a hotwire. After taking out the building by myself,I noticed something.I wasnt being killed by the usual wad of infantry.This left me stranded in the hand.I stayed there,ducking and hiding from the occasional spawner,just seeing how long I could survive like this. As I sat in there looking out the window at the raging battle outside,one thought was in my mind."Darn...wish I had brought a beacon!"

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 09:18:00 GMT

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Meanwhile in that raging battle, your team was short one tank because you were sight seeing. Way to go!

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 09:39:00 GMT

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Yeah that happend to me too, but instead i waited for the respwanded to go to the PT then i shot them to death, i also managed to grab an apache of the roof while somone was repairing it and made a get away. Its cool stuff like that that makes me happy to play renegade.

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:37:00 GMT

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..... but then u realize u ha bought the beacon but u remembered thet u wasted it on the hand u kille and are still in...

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:48:00 GMT

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numbnuts ever think of pedestal

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:49:00 GMT

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this is a very common misconception. people seem to think that once the HoN/Infantry barracks are destroyed, you no longer need to defend against the end game beacon. we play on a LAN at work, and my cubemate has ended the game too many times this way.

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 14:08:00 GMT

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It seems like the beacon end game is turned off on most servers these days. Lots of people consider that a cheap way to win.

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 14:28:00 GMT

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quote:Originally posted by rogueranger:It seems like the beacon end game is turned off on most servers these days. Lots of people consider that a cheap way to win.Yeah it is turned off on many. Most times I do defense as Island is tough for GDI.. One of the very few times I made it to the hand on island with a beacon, set the thing off on the ped and all I did was kill the bldg....bummer [ June 18, 2002, 14:31: Message edited by: Jarhead57 ]

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 14:29:00 GMT

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OOOOOOOOH. Islands, I have dreams about that evil map.

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 15:39:00 GMT

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Ive risked \$3500 (havoc, becon, and mommoth) to get to the pedisal, get there set off the becon, and find out it doesnt work, an enemy stole the tank, and then 2 mendozas kill me!

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:31:00 GMT

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Yeah, but when your in the hand do NOT try a rambo rush on the obelisk. You cannot get in. By the way, servers that turn off beacon wins are communist and should not be played on.

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Subject: All alone in the Hand of Nod.  
Posted by [Anonymous](#) on Thu, 20 Jun 2002 11:03:00 GMT  
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i can't count how many times i got stranded in the hand of Nod on the feild map

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Subject: All alone in the Hand of Nod.  
Posted by [Anonymous](#) on Thu, 20 Jun 2002 14:33:00 GMT  
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yeah, same with me, got a lot of kills each time and sometimes even stole some tank standing around..

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Subject: All alone in the Hand of Nod.  
Posted by [Anonymous](#) on Fri, 21 Jun 2002 16:00:00 GMT  
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In sniper games....it's extremely simple to get in the HoN, walk past the worthless obby and use the backdoor to get in. Haven't worried about getting out yet. Best sniping spots are usually the ones they least expect it to be. Nothing lik it on under either. Walk past he obby, backdoor on the HoN, hit em in the back of the head on their way out of the base...

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Subject: All alone in the Hand of Nod.  
Posted by [Anonymous](#) on Fri, 21 Jun 2002 18:15:00 GMT  
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^^ Funny tactic!

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Subject: All alone in the Hand of Nod.  
Posted by [Anonymous](#) on Sat, 22 Jun 2002 04:11:00 GMT  
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I think they are NOT communist and HENCE should not be played on!

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Subject: All alone in the Hand of Nod.

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Posted by [Anonymous](#) on Sat, 22 Jun 2002 15:23:00 GMT

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Just run out of the HON. The Oblesk is either 100\% acurate or 0\%, if you strafe, like, around it's cir\*\*\*ference, then, you usually won't get hit...

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Sat, 22 Jun 2002 15:24:00 GMT

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HEY, WW, CIRCMFERENCE IS A MATHEMATICAL TERM! NOT VULGAR LANGUAGE!

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Sat, 22 Jun 2002 21:38:00 GMT

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Cir "c u m" frence...

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Sat, 22 Jun 2002 22:31:00 GMT

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I love beacon wins. One time on canyon they had our entire base except for the tib ref. My brother baught a beacon, I got shotgun trooper, and we placed it on the pedastle. No1 got close, it was bitter sweet. In the next game all the Nod players where screamin WTF.

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Subject: All alone in the Hand of Nod.

Posted by [Anonymous](#) on Sun, 23 Jun 2002 07:30:00 GMT

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Turn of the mathematical filter WW. Beacon wins are the best. Every time I've gone with a beacon, I usually win. Everytime I place one, I always win. But yet, they look at me as the guy who wasn't the MVP, and won it for them without them knowing, hehe. That's my life story... It's really fun, I love going in the GDI Barracks and watching them disarm the beacon, as I am flamethrower or Stealth Black Hand, burning their heads. Hahahaha, flame Hotwire's head.

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