
Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 08:12:00 GMT

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im just wondering what are other peoples takes on "good places" to place a biulding. list 1 biulding and a place u think is a "good spot" for a beacon to be placed, feel free to list as many biulding as u like. (u dont have to say how u got it there)WF(fly)----the beveled edge that runs along the top farthest from the stairsAir(fly)---middle layer jump inside the window and place on inner ledge next to stairs where u jumped in at

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 08:14:00 GMT

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oops "ggod places" to place a beacon, not biulding.....

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 15:54:00 GMT

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Flying Maps: War Factory: On the highest part, if you look over the edge you'll see a light spot you can place it. On the opposite side of the ramp. I've never had a beacon disarmed here.Walls Flying: Strip: Inside the comand towerVolcano: GDI Refinery: If you go throw the tunnel closer to Nod's Refinery and go straight to the Tunnel enterence/exit near GDI's refinery, to the left you'll see a tiny spot between the wall and the refs little wall. That spot is relatively hard to see and easy to kill anyone attempting to disarm it.All Maps: War Factory: behind the terminal next to the windowAll Maps: War Factory: Go where the vehicles are made, jump next to the wind and place it on the side closest to the doorComplex: Strip: go up the hill, or better yet go down the tunnel and to the left, go up that way and cross the tiberium. Duck and put the beacon on that side.City (either): War Factory: follow the Harvester past the AGT, to where your besides the WF where the AGT can't see you. Quickly dash around so you take little damage from the AGT (go up the ramp to the top) place the beacon up there... Not many suspect it being up there...Those are just some of my favorite placest to beacon... [November 01, 2002, 15:56: Message edited by: generalfox]

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sat, 02 Nov 2002 00:47:00 GMT

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Some good places are:The roof of any building (mine ramps leading to roof)Between the silo and main buliding on the Refinery(lay a couple mines, they are hard to see)Inside the bay of the Weapons FactoryThe second floor of the Hand (around the ledge of the windows, also another hard to see area)In the room across from the PT in the Nod Airport

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sat, 02 Nov 2002 01:08:00 GMT

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On top of refineries in flying maps. (not on the platform but another neat place which is not know by many ppl

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sat, 02 Nov 2002 21:18:00 GMT

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Barx=Roof, CanyonWar Fac=Roof, CanyonAirstrip=On the angle on the landing pad, VolcanoWar Fac=Roof, City/FlyHoN=The ramps going up put on second platform beside the sandbags/next to the wall, Wall/Fly

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sat, 02 Nov 2002 23:27:00 GMT

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Oh, and power plant: BEHIND the sanbacks in the end of the roof, you can get it there.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 03 Nov 2002 07:33:00 GMT

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I think you can get it behind all of the sandbags.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 03 Nov 2002 09:53:00 GMT

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i am in the sabotoge mission i have all my objectives done except finding the captain to get the sub card,i have been all over the ship and cant find him if i am missing something please help i need detailed directions to him so i can get through this mission please help

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 03 Nov 2002 09:59:00 GMT

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Go to Gamefaqs.com =]

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 03 Nov 2002 22:36:00 GMT

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yes u can get behind the sandbags on the pp but then engins can disarm from below

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Mon, 04 Nov 2002 08:54:00 GMT

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here's a thought - inside the buildings --no one does that anymore --- easier to defend - and no one looks inside... but the real super way to do it - is to have 4 beacons placed at the same time - with a vehicle to roll over it....something will blow for sure....

Subject: Places 4 Beacons?

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

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At the refinery. Place it in the middle of the parking spot for the Harvester seconds before the harvester comes back, that way the harvester covers it and the enemy can't disarm it. This works best using stealth troops. Also, be sure to throw your timed C4 near the beacon to kill and engineers that are standing close and trying to disarm it. I killed 5 engineers once with one timed C4 and the beacon still went off!

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sat, 09 Nov 2002 18:42:00 GMT

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I have got yellow and green skin for the beacons. so i can see them easily.I've also get count-down for beacon.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Fri, 22 Nov 2002 11:32:00 GMT

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quote:Originally posted by tkhyuri:I have got yellow and green skin for the beacons.I consider that cheating.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 08:17:00 GMT

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quote:Originally posted by StoneRook:here's a thought - inside the buildings --no one does that anymore --- easier to defend - and no one looks inside... but the real super way to do it - is to have 4 beacons placed at the same time - with a vehicle to roll over it....something will blow for sure.... This sounds like a bit much fire power to blow a building. Who is defending your base at this time when I am over there with a \$350 tech/hottie blowing up your buildings at a fraction of the cost?My favorite is still Air strip on air in the top middle thing, even though everyone seems to know about it now it still goes off the vast majority of the time.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:26:00 GMT

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Complex: get a hottie, hummer, and of course a beacon go right, u reach the bottom of the air, plant it on the bottom, place ur hummy over it, put ur C4 around and on the buggy . . . (works better with mobius) and hide behind the small tower cliff comin out of the ground behind

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:29:00 GMT

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quote:Originally posted by lukazan: quote:Originally posted by tkhyuri:I have got yellow and green skin for the beacons.I consider that cheating. How So? Doesn't make it easier to find the beacons...I have a red skin that came with a skin of the beam of the ion cannon. (blue and red ion cannon, so pretty =])

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:02:00 GMT

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On the hand of Nod. Note, this only works with Flying maps, and base defense has to be neutralized. Get trans chopper, get non expensive inf. (this takes perfection) Learn which side to jump out on. Jump out and land on the hand holding the ball. It is guaranteed to succed, for the enemy will have to duplicate your manuever, and by the time they even locate it, then try to disarm it, alot of time is used up. If they do manage to get on top, they have probobally 5 secs to disrm it. [Note, i tried this, and it does work.]

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:38:00 GMT

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yah but claw if they realize what ur doing.....they might snipe you before you eve get it set.....good idea tho

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 04:03:00 GMT

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LOLX Scy .. the place where not many people know at the REF huh! It works on any map (flying/non-flying) ... to reach the part where NO ONE can disarm. HeHe ... yep not many pple know O yes has anyone tried beaoning gun turrets?Its very useful ya know ...~!

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 05:26:00 GMT

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Another GREAT place for a GDI beacon is between the HON and Airstrip on the Complex map. Place the beacon closer to the HON than you do the strip. The beacon will destroy the HON and at the same time take the strip down to yellow.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 06:51:00 GMT

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place that ion right and u can take out HON and AIR at same time, not just damage it

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Thu, 05 Dec 2002 13:51:00 GMT

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quote:Originally posted by [PFX]_Jet:Complex: get a hottie, hummer, and of course a beacon go right, u reach the bottom of the air, plant it on the bottom, place ur hummy over it, put ur C4 around and on the buggy . . . (works better with mobius) and hide behind the small tower cliff comin out of the ground behindYou need three beacons to take out the strip this way. Tried it, and one beacon only takes it down 1/3.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:58:00 GMT

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I heard about some guy who jumped out of a heli and on to the ball on the HON. There he layed a

Ion beacon.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Thu, 19 Dec 2002 05:33:00 GMT

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On walls-flying, on the WF. When you get up the ramp and get on the second platform, there should be a ledge to the right (at the side of the base mountain wall). The beacon can't be seen from below and if no one leans forward to look down, it will not be seen from above as well. To add something extra sneakyness, jump down (if you have enough health) and start shooting the WF. GDI is then bound to look for a beacon on the ground. If they after that do find your beacon (which is most unlikely), it's to late to disarm it..

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Thu, 19 Dec 2002 07:16:00 GMT

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on complex place beacon beacon GDI ref and wep fac if its done correctly you can get both buildingson islands place on GDI ref in open on side it can be covered by one sniper.any map on GDI ref just before harv docks hard to see and hard to disarm

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 22 Dec 2002 12:13:00 GMT

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a realy good place for a beacon is up Hareman's a\$\$\$. Turned sideways, of course

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 03:59:00 GMT

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quote:Originally posted by super_elite2099:a realy good place for a beacon is up Hareman's a\$\$\$. Turned sideways, of course Quit spoiling good topics. If you have an issue with someone, use a PM.

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 05:38:00 GMT

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Folks, there are so many good places on flying maps, it is no use posting them here. Much more

interesting are the places on non-flying maps! And not those like 'behind the ref' or 'inside the wf'

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:24:00 GMT

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Yeah but what about timing majority of nukes wouldnt hit if there was hotwires in the area

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 29 Dec 2002 14:39:00 GMT

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on cnc_under in gdi base, right inbetween tib refinery and pp and it kills both, think its the same with nod, aint tryed yet

Subject: Places 4 Beacons?

Posted by [Anonymous](#) on Sun, 29 Dec 2002 17:34:00 GMT

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flying maps: floating beacons on the outside of the little brown things. or ref roof
