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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 ]

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