even better for the airstrip: jump onto the rail at the point where the tower blocks the way to the ground. you won't fall, so you can then jump up onto the windowsill and into the tower. By planting the beacon on the far side, you make it out of range, and most people hearing the bleep from the inside will go to the roof. Also, you can crouch down after planting and be all but invisible to the people outside.   For the refinery: if you really know your vehicle exit points well, one side's refinery lacks an overhead block for the tall stack on the side. No one can see or disarm it, much less even hear it.   for the barracks, on the flying maps, that spot under the side ramps is best. You know, the one blocked by the partial wall? Easy to defend.