Subject: HoN/Barracks double beaconing technic
Posted by Anonymous on Sat, 06 Apr 2002 04:28:00 GMT
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When a server accept the victory with a beacon on pedestal (gamesdomain for instance with ***spy), I love doing this :1- I nuke/ion the HoN or the infantry barracks by placing the beacon outside the building. Why ? Because the enter is often well mined and because every one think you will destroy the refinery or central first.2- The i come back (he he) with a brand new beacon. The destroyed HoN/IB is not defended at all. I use the beacon on the pedestal. => And every defender are now searching it near other building   3- Suddenly the victory screen appears ! And no one see it coming   It work well as Nod and GDI, but when you do it twice on the same server, people start to understand