
Subject: the beacon placement

Posted by [Anonymous](#) on Thu, 11 Apr 2002 10:51:00 GMT

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I've dropped a beacon in our base right before the big rush on their base. It gets those tech - hotwire - engineers out of the buildings and looking for a beacon they'll never find. That way they are not repairing the building (Gaurd tower or Obilisk or Whatever your target is). Makes it so much easier to take outthe entire base. You get 60 seconds before most of them figure it out!Of course this tactic is not for games with friendly fire on. The strike on your own base does no damage if FF is off. This is pshycological warfare at its best.[April 11, 2002: Message edited by: Frontrunner]
