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Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 10:29:00 GMT

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Yea if they would be placed on a beacon then it would be incredibly hard even make it go off still. It's not hard to find an enemy beacon if you know it can only be on a few places. It's a lot more fun if you get the beacon deployed message and you run around looking for it like mad. Then when you finally hear the beeping sound you start disarming it praying it disarms before the nuke/ion cannon blows up that building lol. As for black hands sneaking in to place one, they become visible while planting it so they have a downside there. And it costs 400 for the black hand and 1k for the beacon, it's not like you'll have half the enemy team doing this. Personally I prefer going in as something that can take out infantry better coz at longer distance a lot of ppl dont even notice you. Besides if there's no AGT or Obilisk you could just drive an APC in, place beacon, get in APC and defend it with that (Works really well since engineers only care about disarming that beacon )

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