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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [flyingfox](#) on Wed, 04 May 2005 22:31:00 GMT

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This is just about the best reply I could ever have gotten to my topic about nuking in a 16 vs 16.

field, Nod base, the corner of the ref beside the infiltration rocks. Don't nuke there, as soon as Nod hears "ion cannon deployed" on field they go check the ref, and if they hear the beacon, they check there first. Also hard to defend because of the obelisk.

similarly, don't nuke just behind the airstrip barrier (same team, same map) as this nuke won't even take half health off the strip. you need like 3 beacons to do the job here.

best place to nuke as GDI on field is the tunnel or pedestal on an APC rush. as Nod you should walk the harvester to the refinery and place inside, next to the wall where most people place outside, to confuse. harv walking, nuking the AGT and typing in all chat "ref!!! REF!!!!!!!" is a good idea, this has worked for me. You can also rush the AGT from the tunnel, letting the first missile fire foul and running against the machine gun fire. unlikely you'll survive on your own though, you should bring teammates (haha, teammates, you made that mistake too).

or first kill the base defenses and let the good times roll.

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