
Subject: Funny thing in canyon. Very few ppl know!!
Posted by [nfinitefx](#) on Tue, 13 May 2003 17:50:10 GMT

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And oh yeah, while on top if you walk all the way to the top right, the beacon could only be disarmed with a hotwire class engineer, as its too far for a standard engie to reach. (They have to jump up there instead)

it will normally take ppl some time to realize that the nuke isnt around the building, rather on top, so by the time they find out just laser the heads to the death (yes i find it quite hard to disarm beacons if not standing still, esp when there is an attacker around)

So for GDI: additional places to mine
for Nod: Nuke'em! This map allows you to go on top of the Barracks and WF,

But for GDI you can tunnel beacon the airstrip (it takes two). Place two beacons right under the control tower and you'll take it out. Also that concrete ramp near the edge of the airfield (The top of the exit for Nod's Tunnel near the tiberium field) is also a nasty spot for beacons. One Ion beacon at the edge of that ramp and the airstrip is gone.

I remember i really had a fun time when my teammates and I deployed around 6 ion beacons simultaneously in the tunnel in Field and took out the Refinery... hahahh
