
Subject: Single nuker in 16 vs 16 game

Posted by [flyingfox](#) on Tue, 22 Mar 2005 16:37:54 GMT

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What would you say the best chances of beaconing by yourself (as a SBH) in a 16 v 16 game are, as Nod on a non base defence map? (these maps are islands, complex, canyon, walls, walls fly, volcano and other fan maps obviously)

Usually everyone wants to do their own thing, nobody will SBH c4 with you in a map like complex or canyon (why???) so you're stuck on your own. I have found better success if placing the beacon inside the building, often when there are a lot of enemy vehicles on defence. Experienced players will, once they find the beacon and say where it is, do search fire to find you. works well because most people stand near the beacon in anticipation of engines coming to disarm. So if you place it inside, let's say the little back area of the weapons factory, and lay your timed c4 in such a way that you have to be within its blast range to disarm the beacon, you only have to deal with players and no tanks. Another plus of this is that people are scared to leave their vehicles, so in essence you get less trouble inside a building. Obviously it's easier for them to remote you out but you can use methods to avoid their remotes, like anticipating the remote and running behind them when they throw it.

If you beacon outside and in a popular place like the harvesting process place at the front of the refinery, people will find it fast and will likely disarm.

Subject: Single nuker in 16 vs 16 game

Posted by [karmai](#) on Tue, 22 Mar 2005 20:11:11 GMT

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Well it depends, you can put it on the top of the weapons on walls flying gdi on the ramp, and people probably 30% of the time wont find it (considering public server players pretty much all suck, and if there is a good player in the game .. he'd prolly be having too much fun with an orca to worry about a single sbh nuke). You're better off sneaking in with an apc or something to cover it with. Unless they have more than 2 or 3 pics you'd get the beacon.

On islands, it isn't likely if gdi has a weapons and barracks, unless you maybe ref hop.

Canyon, erm. you can hide under the ramp by the weapons and kill techs with an sbh,... if you run into a mobius or gunner, sniper.. you'd get killed and the beacon disarmed.

Complex is a lot like islands in that sense, except WAY more people stay in the base, so it is even less likely considering the size of the map. And how easy it is to keep sbhs out.

Volcano, more buildings = more likely, behind the barracks is always a good option.

Keep in mind you're always better off with vehicles.

Subject: Single nuker in 16 vs 16 game
Posted by [Homey](#) on Wed, 23 Mar 2005 14:36:07 GMT
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On a map like Canyon if gdi is winning and you nuke, its almost a guarentee because atleast 10 people are out of base if not more. I don't recommend nuking right away(walls flying is an exception) or if your team blows and you have no choice. Otherwise get an arty or sniper and gets some points and do it later when its not as expected so much.

Subject: Single nuker in 16 vs 16 game
Posted by [JPNOD](#) on Wed, 23 Mar 2005 15:36:14 GMT
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Nuking in a large server isnt hard, on those maps.
Your playing with unorganized people after all.

Most of the time, people fix up there tanks in the base, they just go out of the tank. Then grab the tank dont shoot at anything. Find a way where you can place the nuke get out of the tank place it.. get in.. unless there's alot of other tanks atm in the base there isnt alot of chance they will get your nuke. If there is a pic ore anything it shouldnt be that hard to take care off.

When you nuke the Baracks, ore Kill the Hand. Nod power/GDI power
The game is basicly won. Because thats what most people use (infantry)
People wont be able to n00bjet off tanks, and tanks can rush in with easy.

What i do when i nuke usaly:
Always try to nuke inside. Lay your C4 in a diff area not where the nuke lies Placing it In baracks at the MCT usaly works out pretty well.
On Canyon on Bar roof, ore in front of the road.

Always use your pistol when there's a engie trying to disarm it.
You'le kill the engie, then probly another,usaly these newbs wont know what hit em. When there's a hotwire you can use the pistol aswell but its kinda harder because he will probly move. Unless your good with the pistol you better switch to laser. When there's alot of hotties, always laser.

Oh and in small server's ofcourse its diffrent. Clanners its 1000 x harder.
But were talking a large public server here, it wont be realy hard.

Subject: Single nuker in 16 vs 16 game
Posted by [Spoony_old](#) on Wed, 23 Mar 2005 17:36:25 GMT
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JPNODAlways use your pistol when there's a engie trying to disarm it.
You'le kill the engie, then probly another,usaly these newbs wont know what hit em. When there's

a hotwire you can use the pistol aswell but its kinda harder because he will probly move. Unless your good with the pistol you better switch to laser. When there's alot of hotties, always laser. very good point, but I only use the laser if there's a vehicle covering it. reason: pistol headshot is exactly the same damage as laser headshot (except for a few armour points of burn damage... which is nothing compared to the 50 points per headshot), compare the nearly silent pistol which draws no attention to yourself, to the loud-as-hell laser rifle with the red beams. Whenever anyone hears the SBH rifle they think, fuck, SBH and rush to deal with it, but pistol you can take down one or more engies before they even know you're there.

The only downside is the reload, really

Subject: Single nuker in 16 vs 16 game
Posted by [flyingfox](#) on Wed, 23 Mar 2005 19:28:02 GMT
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But how will laying your timedC somewhere else get it to stop the engies disarming??

Yes the pistol is definetly the best thing to use. I use it all the time unless the beacon was placed indoors, in which case you need all the firepower to dispose of the hotties. Another good tactic to use is, immediatly after placing the beacon, fire a few shots at another building to have EVA alert that building. Say it was the barr, let EVA warn then type in F2 "BARR!!" to trick all the GDIs to go to the barr instead.

I would also say that if you see many characters and vehicules come to help disarm just let them and return to your base - you know you won't be able to kill them and save some cash keeping your SBH. you could also stick around and try to steal a vehicle.

Subject: Single nuker in 16 vs 16 game
Posted by [stealthkiller](#) on Wed, 23 Mar 2005 23:47:40 GMT
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fox you answered your own question. laying c4 on another building makes GDI think thats where the building is when is blows.

if your on any flying level and there is wep drop, i usually take out the wf first. grab some remotes, place them at the top of the ramp, lay your beacon, and you can take out the first person to come up with your remotes. if its an engine, you can also pick up his remotes and repeat the process. this can also be done when nuking the inside of buildings. i once picked up enough remotes to place 3 remotes at each door of the bar. after laying a nuke on the ped, the first person to come in died, and conveniently enough he was an engine. i picked up his remotes, picked the right door based on layout of the base, lay my remotes, and (once again) blew up the next engine comin in. so if you're in a wep drop server, def pick up some remotes along the way.

the downside of nuking inside is that it is much easier for an engine/hottie to use remotes to blow you up. this is where remote dodging comes in handy, because if you can manage to lose only a

little health from each blast, you usually keep engies occupied enough that even if you die, the nuke is too far gone to disarm.

Subject: Single nuker in 16 vs 16 game

Posted by [2000_years](#) on Thu, 24 Mar 2005 12:44:42 GMT

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One place I usually nuke is behind the control panel in GDI WF. If the nuke is actually behind it, when a person walks past he can't see it, and assumes it's actually inside the creation bay. Added to the fact that it's an awkward spot for engineers to disarm.

I don't know if this is bannable or not, but you can jump the fence (it's tricky) on the ref roof on flying maps. Then, you can lay a nuke round the side. Nobody ever guesses it's up there.

WF roof is another good spot, I usually drop one on the thin ledge around the side. Most engineers trying to disarm seem to lag off and fall down

Subject: Single nuker in 16 vs 16 game

Posted by [karmai](#) on Thu, 24 Mar 2005 17:10:59 GMT

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if you lay it behing the controll panel and they buy any kind of vehicle while you're laying it, you = dead.

Subject: Single nuker in 16 vs 16 game

Posted by [2000_years](#) on Thu, 24 Mar 2005 21:15:04 GMT

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Only on certain maps it seems (like on islands when you stand right behind WF when somebody buys, you die)

I've been there planting before when somebody bought a med and I was fine

Subject: Single nuker in 16 vs 16 game

Posted by [flyingfox](#) on Thu, 24 Mar 2005 22:59:08 GMT

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That depends on the creation area (I think by a perimeter from the loading bay). On islands it's unusually large; I have lost many tanks by driving along the side while someone else is buying a vehicle

Subject: Single nuker in 16 vs 16 game
Posted by [karmai](#) on Sun, 27 Mar 2005 23:42:59 GMT
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Lay it on a wall in a corner, so the chance of them running past the nuke figuring it is outside is great. Never lay the nuke outside, tanks will destroy you

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Mon, 28 Mar 2005 01:16:31 GMT
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If you lay it outside, step away, then the tank rolls over the nuke and you don't die. You can keep out of the way of most vehicles (believe me I've rammed some people head on and they don't die)

Subject: Single nuker in 16 vs 16 game
Posted by [karmai](#) on Wed, 30 Mar 2005 17:15:09 GMT
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you lay it outside, a med or apc comes, and a tech comes, you try and kill the tech the med will kill you

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Thu, 31 Mar 2005 01:22:29 GMT
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True, I find neither tactic works fully because once you lay the beacon you're visible for that few seconds.. also if they find the beacon and no-one guarding it they'll presume you're about

Subject: Single nuker in 16 vs 16 game
Posted by [ododd](#) on Thu, 31 Mar 2005 01:52:32 GMT
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or you get a teammate to create an obvious distraction...like placing a becon in an obvious place somewhere obvious, or during a rush or just multi-beconing....

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Thu, 31 Mar 2005 10:51:55 GMT
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Multi beconing sucks if only for one reason. All the bloody warnings going off.

"ten, ten, nine, nine, ten, eight, eight, nine, seven, seven, fifteen, eight, six, six, seven..."

AArgh! shut up, we bloody know we're getting owned!

Subject: Single nuker in 16 vs 16 game
Posted by [flyingfox](#) on Thu, 31 Mar 2005 15:51:10 GMT
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to fix the warnings add 6 empty sound files to your /data folder and name them:

M00EVAG_DSGN0071i1EVAG_SND.WAV
M00EVAN_DSGN0076I1EVAN_SND.WAV
M00EVAG_DSGN0072I1EVAG_SND.WAV
M00EVAN_DSGN0075I1EVAN_SND.WAV
Nuke_Strike_Buildup.wav
Ion_Warmup.wav

hah! now all you ever hear is "ion cannon beacon deployed", not even any "ion cannon satellite approaching". Then again you don't hear the siren or ion sound as it is coming down..

Subject: Single nuker in 16 vs 16 game
Posted by [ododd](#) on Fri, 01 Apr 2005 01:36:40 GMT
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sure the sounds annoying but unless your team are complete noobs you should do a lot of damage

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Sun, 03 Apr 2005 02:56:37 GMT
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It's only annoying when there's about 10 of them going off, in which case the game is pretty much over anyway.

Subject: Single nuker in 16 vs 16 game
Posted by [IRON FART](#) on Mon, 04 Apr 2005 07:43:34 GMT
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What if there are proxy C4s and you can't get inside?

Subject: Single nuker in 16 vs 16 game
Posted by [karmai](#) on Mon, 04 Apr 2005 15:53:08 GMT
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Don't lay the nuke, all you will do is give the other team points. Or simply wait until you can steal a med tank and such, in which case if the time is right you may be able to cover a nuke with it.

Subject: Single nuker in 16 vs 16 game
Posted by [stealthkiller](#) on Mon, 04 Apr 2005 20:51:58 GMT
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With proxies, I try to find a dropped repair gun. If I can't find one, I either wait for some idiot (or very helpful teammate) to blow them up, or just try walkin in if there aren't that many. Ive seen people put only 2 mines in each door :rolleyes: dont ask me why

Subject: Single nuker in 16 vs 16 game
Posted by [ododd](#) on Wed, 06 Apr 2005 23:05:14 GMT
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stealthkillerWith proxies, I try to find a dropped repair gun. If I can't find one, I either wait for some idiot (or very helpful teammate) to blow them up, or just try walkin in if there aren't that many. Ive seen people put only 2 mines in each door :rolleyes: dont ask me why

or u could be a chem warrior

Jzinskylt's only annoying when there's about 10 of them going off, in which case the game is pretty much over anyway.

or u could be tunnel beconing...

Subject: Single nuker in 16 vs 16 game
Posted by [OnfireUK](#) on Thu, 07 Apr 2005 07:58:34 GMT
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Some people also mine very close to the edges so that is very easy to get past. I'm sure a lot of people do this, all you do is jump on the side of the building, into the wall, where the mines are. You take only a little bit of damage and some mines blow up. Allowing you to just walk in and take the damage of about two mines that are left. Your health goes down quite a lot, but at least you dont die...

This works quite well if the enemy team is all raiding your base and you need to get inside the building quickly...

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Mon, 11 Apr 2005 00:45:45 GMT
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Ah but then if you're tunnel beaconing that's annoying. Why the hell would you be wasting a nuke on that?

Subject: Single nuker in 16 vs 16 game
Posted by [stealthkiller](#) on Wed, 13 Apr 2005 01:30:07 GMT
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Well, 3 or 4 ions on Field in the tunnel would probably take out the Ref.

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Fri, 15 Apr 2005 01:09:20 GMT
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Isn't it also gay and generally not allowed?

Subject: Single nuker in 16 vs 16 game
Posted by [flyingfox](#) on Fri, 15 Apr 2005 01:11:11 GMT
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some servers don't mind it..

it's fun when the game's boring and you have enemy players who are prone to getting annoyed easily.

Subject: Single nuker in 16 vs 16 game
Posted by [Jzinsky](#) on Fri, 15 Apr 2005 01:17:43 GMT
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Meh, I dunno

Subject: Single nuker in 16 vs 16 game
Posted by [stealthkiller](#) on Fri, 15 Apr 2005 01:21:59 GMT
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JzinskyIsn't it also gay and generally not allowed?
it usually isnt, i havent seen a server that does allow it to be done

Subject: Single nuker in 16 vs 16 game

Posted by [FoxURA](#) on Tue, 03 May 2005 03:58:50 GMT

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tunnel beacons are annoying and generally useless on most maps... However, it is entertaining when the enemy does it... It makes it so much easier to determine whether they're noobs or not. I have seen five or more beacons deployed in tunnels simultaneously, and only once did the beacon weapon cause any damage to a structure out of several attempts in several different games on several different maps.
