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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Wed, 27 Mar 2002 19:35:00 GMT  
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Here's a tactic that I discovered on accident and has worked pretty well for me ever since, Using a stealth black hand, buy a nuke and carefully make your way to the enemy war factory, wait for someone to build a vehicle (theres not a real need for something big here, an APC would be ideal however for it's speed, maneuverability(ie./crushing power)anti-infantry capabilities and it won't draw much attention) after they buy it, quickly plant the beacon on the inside of the garage type dealy and get into the vehicle, don't fire at anybody unless they're trying to diffuse the beacon, you'll look real natural like in an APC just sitting there It's pretty simple, but hey, it works!

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Wed, 27 Mar 2002 20:31:00 GMT  
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Wow, you must play with stupid people if you can get away with that.

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Wed, 27 Mar 2002 21:22:00 GMT  
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i think the important thing here is not where to plant it, but when. i'm no expert on beacons by any means, but it seems to me that if you plant it when the base is full of enemies running around and there's no other activity, then it's a bad time to plant it. it would be best to wait till the base is nearly empty or when there's a lot of action happening(ie your side is rushing the base or creating havoc in some way or other). remember, if they disarm it, it gives them lots of points and you wasted your money and time for nothing.i was once in a game on islands as gdi. it seemed like every minute there was an ion cannon beacon warning always followed up by beacon disarmed. our side gained nothing and gave away way too many points, not to mention all the money spent. nod won easily...[ March 27, 2002: Message edited by: zukkov ]

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Thu, 28 Mar 2002 05:16:00 GMT  
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then everybody i play with is veeery stupid ie, i jst waltz into their base with my stealth tank and nuke beacon,and place the \*\*\*\* thing. then i put the vehicvle over it and BUM next 30 secs GDI AGT is gone

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Thu, 28 Mar 2002 09:08:00 GMT

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LMAO! Aki, your not going to get by an AGT with a weak ass stealth tank! And the AGT is right in the front of the base and everybody is going to see you do it..The best technique is a blackhand in the refinery nook and a black hand in the war factory garage (BTW Noobs the War garage door opens when you approach it with black hand) and you better make sure you get to the corner and lay it quick because if a vechicle is made and your in the way you are dead.

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Thu, 28 Mar 2002 10:22:00 GMT  
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I found that if you go insider the part where the vehicles come out, then go up to the window, that's a awesome place to place a beacon. (make sure it's as close to the exit door as possible, making it more hidden)

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 08:48:00 GMT  
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I plant a beacon in the air for fun in the corner of the warfactory mainly where tanks are built so they can see it when the shutters close

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Subject: Warfactory nuking tactic  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 09:50:00 GMT  
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:: Yawn::

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