
Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 14:52:00 GMT

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GDI Barracks Now the winning pedestal is in here! However you are not going to get away with putting the beacon down unless your enemy has lost common sense. If the pedestal doesn't grant you victory and the game ends when you destroy all the enemies buildings then DON'T place your beacons inside the barracks...it would be a waste of 1000 points. Instead place the beacon at the back of the barracks, that way they are confused for a short while as to where the beacon has been placed! The best tactic here would be to be a Stealth Blackhand or have a stealth tank so you can easily kill any enemies who find your beacon.

GDI Weapons Factory This one is a good hiding place...run into the vehicle producing part of the building (the big doors). Inside there go right up against the glass side of the wall and place the beacon in the corner! This way the enemy will be stumped as to where it is located and should run around panicking! If they do discover it...simply make sure you are a Stealth Blackhand and kill them!

Hand of Nod This is the same as the GDI Barracks! Even placing the beacon at the back except...this time! The chance that someone will see you run in the Hand of Nod is great so...run in the front entrance and aim for the pedestal. Smash the window(s) and jump through...the enemy will hopefully lose you! Then place your beacon and enjoy!

Nod Airstrip Now this one is easy and difficult...you'll know what I mean! Now you can hide the beacon outside and around the little building which can be easy. However you can place the beacon anywhere on the runway and it will explode still but you are out in the open and can be easily seen and have your beacon deactivated! So you see this is a very tricky building to have Ion Cannoned! So I don't have a finalised plan for this building...I suggest you find your own best way for this one!

Power Plants Now...this building is the most important of all as your cost will double and all base defences shut down if destroyed! The best place to put the beacons for this building is NOT inside the building but outside near the left door facing the back of the Power Plant. There is a little gap to the right of the left door...place the beacon in there and it will yet again confuse the enemy...make sure you guard it well though in case it is discovered!

Tiberium Refinery's Now these buildings are very easy (boasting slightly) to destroy! Simply place your beacon in between the silo and main building...done! But just in case stand near the beacon but there should be not resistance!

GDI and Nod Base Defences Now these are very tricky as you well know...they can kind of defend themselves don't you think? I usually drive a GDI or Nod APC right into the defence structure run in and place the beacon in a corner and kill anyone who enters. However as this is everyone's tactic it sometimes works as people are...well...thick sometimes! But this one is so tricky and unstable that it is best to find a secret tactic of your own as not even I have found a better one as of yet! -Simon Please visit my homepage!

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 15:03:00 GMT

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Good ideas, here's some feedback:

GDI Weapons Factory: You need to be careful doing this one. While anything is inside, they can be killed by producing vehicles. ANYTHING. Everytime a flame tank goes in the producing area, I get to the nearest PT and buy a hummvee (as it's the cheapest unit...) so that the flame tank is instantly destroyed, and the person is killed.

Base defences: these are hard to destroy with beacons unless you have people backing you up, especially the obelisk. The AGT is easier to destroy because it's so large inside, IMO.

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 15:30:00 GMT

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Oh and as a Nod stealth unit, make sure you grab a sniper rifle or rocket launcher on weapon spawn maps before you go in. This way it is a one hit kill for those stupid hotwires.

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 17:43:00 GMT

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I have only been able to deactivate 2 or 3 beacons, how is a person suppose to find a beacon in time when there are like 4 buildings to go through and around, plus how do you know if there even is a beacon planted in YOUR base, it may have been planted in enemy base. I must be pretty dense but how the hell do you find a beacon in time to defuse it unless by luck? Please give me a tactic?

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 17:46:00 GMT

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quote:Originally posted by Vegas_Joe: I have only been able to deactivate 2 or 3 beacons, how is a person suppose to find a beacon in time when there are like 4 buildings to go through and around, plus how do you know if there even is a beacon planted in YOUR base, it may have been planted in enemy base. I must be pretty dense but how the hell do you find a beacon in time to defuse it unless by luck? Please give me a tactic? Just follow the beep, man. If you see a vehicle rush into your base and behind a building, look there first, then the one next to it. Also, encourage your teammates to tell you where it is. If you can't hear anything, period, it's prolly not in your base, but check to be sure. It doesn't hurt to approach your barracks/hand of nod to see if it's on the pedestal, though.

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 20:38:00 GMT

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quote:Originally posted by Vegas_Joe: I have only been able to deactivate 2 or 3 beacons, how is a person suppose to find a beacon in time when there are like 4 buildings to go through and around, plus how do you know if there even is a beacon planted in YOUR base, it may have been planted in enemy base. I must be pretty dense but how the hell do you find a beacon in time to defuse it unless by luck? Please give me a tactic? most of the buildings are close enuf that you can run to them in 10 secs, just run to the center of 2 builds and if u don't hear a beep ur ok. In reply to the first post, those are all the first place any vet would look for a beacon. If i know a beacon is in weapons and i see the big door open, i buy a humvee and kill the guy inside then disarm the beacon... aldo it sucks when you tell your team beacon inside weapon! don't make

vehicle, then someone builds a humvee

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 21:01:00 GMT

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The best way to FIND beacons is by listening. Hopefully you have a stereo setup...if not wear some headphones. You can easily tell which direction (left or right) the beeping is coming from. I am lucky enough to have a surround sound setup, so I can easily tell that the beeping is coming from say, the right rear and I can home in on it pretty quickly.

Subject: Beacon tactics

Posted by [Anonymous](#) on Mon, 01 Apr 2002 21:55:00 GMT

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How about this do like some cheep chumps who fluke off and put the beakon through the wall and then U can't disarm it.

Subject: Beacon tactics

Posted by [Anonymous](#) on Tue, 02 Apr 2002 01:30:00 GMT

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Thanks you guys, that all really helped!Plus I'm going to ENABLE stereo in options, I try to help with lag, but that won't make much difference. Thanks again!

Subject: Beacon tactics

Posted by [Anonymous](#) on Tue, 02 Apr 2002 03:52:00 GMT

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Thanks for all your helpful tactics especially the one about the Nod buggy in the weapons factory!Please keep posting your BEACON TACTICS and visit my site to submit them as well...although my site is stil in development I will try to put them up!

Subject: Beacon tactics

Posted by [Anonymous](#) on Tue, 02 Apr 2002 10:03:00 GMT

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Placin and Disarming a beacon is easy for mePLACING:Hotwire/Technician lace the beacon in a consealed area, and plant some mines nearby to weaken the enemy and then finish themoff with a head shot!Tiberian refinery lacing the beacon between the silo is to old..instead plant it on the

otherside where the bannister is(behind)Disarming a beacon is easy....just be a shotguntrooper and blow the friggin intruder's head clear off he's shoulders.then change to engineer and disarm it(Hotwires can disarm quicker)-----EAT SOUP!

Subject: Beacon tactics

Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:22:00 GMT

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one fun thing to do is plant the beacon on the barracks/hand AFTER it has already destroyed (assuming the beacon win is enabled). selfish players might not like it ,because you don't get points... but a lot of times the other team doesn't consider the destroyed building, forgetting that the beacon win is still possible. it doesn't always work, but it does a lot!

Subject: Beacon tactics

Posted by [Anonymous](#) on Wed, 03 Apr 2002 13:27:00 GMT

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