
Subject: Something everybody needs to know about beaoning!! READ

Posted by [Anonymous](#) on Wed, 03 Apr 2002 10:49:00 GMT

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-Never beacon when it is a close game with a few mins left, if your beacon gets disarmed this means 300 Pts for the enemy. I don't know how many close games I lost because some n00b keeps planting beacons with 2-3 mins left on islands giving 300 pts a pop to the enemy's side!!-Never beacon when there is only 1 enemy building left unless you are able to hold them off from disarming it by having a tank to protect it or what ever.. Do you realize that when there is only 1 building left where do you think they will look for the beacon? And since its the only building left all of there soilders will be in or around it which means it will most likly be disarmed!Just because you have an extra 1000 don't mean you can go running around with stealth black hands and planting them everywhere, be smart when and where to place them.. In a close game 300 pts usually means the diffrence between winning and losing!

Subject: Something everybody needs to know about beaoning!! READ

Posted by [Anonymous](#) on Wed, 03 Apr 2002 11:19:00 GMT

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Thats the problem, newbies have this sort of crappy 6th sense that when the enemy has 1 building left in late game that beacons are the way to go...WRONG

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

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but sometimes, beaoning may be a tool. for example, if there is only one building left, just plant it in ur own base or in the enemy base but in another building nearby. tat would stop all the engys from repairing the building and will move towards to noise. or at least 2 of them will anyway. then u can finish off the building easily

Subject: Something everybody needs to know about beaoning!! READ

Posted by [Anonymous](#) on Wed, 03 Apr 2002 14:44:00 GMT

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quote:Originally posted by smwScott:Yeah, when there's only one building Artillerys/MRLS and Mobius/Mendoza (to mop up engys inside) is usually your best bet.Yeah, I either attack with the Artillery/MRLS or put C4 on the MCT.

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Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:20:00 GMT

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I really disagree with this topic, but only in one cir***stance. Yes, it is idiotic to plant a beacon near the end of the game without defending it. But, NO, it is not idiotic to plant a beacon when there is only one building left. In nearly every game I play, having one building left means about 5 engineers holed up near the MCT and about 4 guys guarding them. When this is the Hand of Nod or Barracks (which it usually is), no amount of shelling will even dent the building, and infantry rushes will be stopped by the guards. It's insane. However, by simply planting the beacon outside the building and rolling over it with a tank (have some teammates help you for maximum effect), the Hotwires/Technicians/Engineers can't do anything but be run over or shelled by one of your artillery/MRLS's (which I would hope would be firing on the building by this point). Simply put, a well placed beacon is the ONLY way to effectively win the game at this point.

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:27:00 GMT

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You know, the cuss filter here is really silly. [April 03, 2002: Message edited by: Ghostalker]

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:41:00 GMT

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I normally ride in with a flame tank with a few other people, normally does the trick.

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Thu, 04 Apr 2002 00:16:00 GMT

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Yeah, when there's only one building Artillerys/MRLS and Mobius/Mendoza (to mop up engys inside) is usually your best bet.

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Thu, 04 Apr 2002 04:35:00 GMT

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Ummm, Ghost stalker, obviously you did not read the entire topic.. In my original post I said:"-Never beacon when there is only 1 enemy building left unless you are able to hold them off from disarming it by having a tank to protect it or what ever.. "

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Thu, 04 Apr 2002 05:32:00 GMT

If the last building is not the barracks or hand of nod, nuke the pedestral ...

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Thu, 04 Apr 2002 08:34:00 GMT

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a good tactic that drives the other team nuts is the "Where the hell is that beacon?" trick. Yes I agree dumping beacons to have the enemy disarm them will cost you the game. But using this in many situations is very advantageous. Dump a beacon in your own base right before your teams attack is executed... the enemy freaks out and you have the engies going building to building listening for it... meanwhile your attack is more effective, even tunnel infiltration can benefit from the distraction. Example: You have a sniper with a clean shot to the enemy base. But the Infantry Barracks is full of engies negating you rushes. Mass a new rush and before the strike have someone decoy nuke. Engies run out of barracks. Sniper kills Engies. Building gets punished. WARNING/DISCLAIMER: If you are a total n00b and are reading this, do not just do this randomly, it must be done when the situation and team will benefit from it. remember 99.9% of beacons you place in your own base will get everyone very mad at you for wasting a beacon. IF you are a good player make sure you communicate with your team when attempting this because it MUST be a coordinated effort to take advantage of the panic affect.

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Thu, 04 Apr 2002 09:09:00 GMT

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Well it's getting to the point where all of those great "hiding spots" for beacons aren't so great anymore. For example, the ol' beacon between the silo and refinery trick.. yeah getting old. First place I look now, and people still do it. Now if you're playing against a bunch of n00bs, then it probably wouldn't much matter. Sometimes it's just better to stick the beacon in obvious spots where people don't tend to look. The Refinery - I usually plant a beacon INSIDE the building back in the dark corner that faces the silo, this usually tends to confuse people, and if it doesn't the timed c4 i placed it with will make them understand. Another good spot is in front of the harvester doors, if you time it right, the harvester will cover your beacon when it comes back to unload.

Subject: Something everybody needs to know about beaconing!! READ

Posted by [Anonymous](#) on Thu, 04 Apr 2002 09:26:00 GMT

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quote:Originally posted by 845:If the last building is not the barracks or hand of nod, nuke the pedestral ...Thats a good idea!!E. If they have lost their barracks/hand of nod, place the beacon on the pedestal. Correct? No one expects a nuke in a dead building...
