
Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 11:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just wondering where you place the beacons here is my list of places:GDI Weapons factory - Behing console supoort just in front of glass.GDI Barracks - Around the back under GDI LOGO where nobody looks GDI AGT - Between the structure and mastGDI Power Plant - Outside at the big long round section out of site GDI Tiberium Refinery - Whereever i think the enemy is least likely to find itNOD Obelisk - Whereever i think the enemy is least likely to find itNOD Airstrip - At the highest point of the runway down the little slop noone looks there NOD Power Planet - Same as GDI Power PlantNod Hand Of Nod - On the top level in a cornerNOD Tiberium Refinery - Same as GDI RefineryHow about where you place yours, just post any comments, thoughts, or where you place yours below.Thanks,--Shaun--

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 13:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

GDI Weapons factory - inside the bit where the tanks come out. GDI Barracks - Inside by the MCT (only when i have stealth hand to protect) GDI AGT - Between the structure and mastGDI Power Plant - in one of the groves on the flat side.GDI Tiberium Refinery - inbetween silo and refinery (usually with proxy C4 to protect) *****NOD Obelisk - i don't, i just C4 itNOD Airstrip - round the side of the airstrip buildingNOD Power Planet - Same as GDI Power PlantNod Hand Of Nod - Use the Floating Ion Beacon trick to make it confusing.NOD Tiberium Refinery - Same as GDI Refinery[April 04, 2002: Message edited by: xlroguelx]

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 14:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like to place it where a tank can fire at the spot of the beacon. Mobile A's are good, just have the Mobile A fire at the beacon. You dont need to fire at the person, just get the splash damage to kill them.

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 14:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

GDI Weapons factory - ditto shaun. GDI Barracks - Around the back GDI AGT - inside, cornerGDI Power Plant - ditto shaunGDI Tiberium Refinery -Harv dock/ between silo and ref.NOD Obelisk - none, use C4NOD Airstrip - opposite end shaun describes.NOD Power Planet - Same as GDI Power PlantNod Hand Of Nod - if power is out, bottom level in a corner. if not, on ped, whether the pedestal will end the game or not.NOD Tiberium Refinery - Same as GDI Refinery

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 17:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Somehow I doubt the really good players will reveal where they place their beacons. With the upcoming patch with access to the top of buildings, there will be even more places to hide the beacon. (unless they make it so you can't place them up there) What's that beeping sound?
Stickman

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Thu, 04 Apr 2002 23:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

they should make the fuses a little longer in the patch...this extra ground to cover osn't oing to be easy. especially with the stealth nuke tactic.

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 02:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

personaly it doesnt matter i only set nukes or ions when i have protection i usualy find any spot clear of enemys(by the buildings of course)is good and sit back and protect it with a vechile or even better a buddie in a vechile.

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 02:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does anyone place theirs in the pond in the hand of NOD? If you could I would place it under the canteen table. For the power plabt I would place it down the smokestack if possible.[April 05, 2002: Message edited by: Rengade Ninja]

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 02:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I mean in CnC mode

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 04:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

A good place for the refinery is in between the refinery and the silo. You are covered, no one will spot you and they probably won't spot the beacon either.

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 07:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Point 1 I play defence in clan games, the first place I look if its the ref is the gap between the refinery and the silo, in fact I will plant prox c4 in there if I think its gonna get a beacon attack. Point 2 The next point is about the placement of beacons on the roof when the aircraft mods come out... not a good idea. You can already do this to the GDI barracks on the Canyon map. I thought it'd be hard to find up there and I was right, but the strike didn't kill the building!!! Don't bother wasting a beacon up there. So if this holds for the other buildings I don't think flying units will make a difference. Point 3 Has anyone else placed a beacon on the pedestal in beacon win off games and found that it doesn't kill the building??!! I did just that yesterday, I couldn't remember if beacon win was on or off so I placed it on the pedestal. It got the GDI barracks into 2 red but that's it... bizarre ???

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 10:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've gone off using beacons now, unless they are my only hope. If possible I'd rather use a techie/hotwire. Recently I've found out that you can destroy an entire building with a chem warrior (C4 and spraying MCT) so I use this a lot. -Rog

Subject: Where do you place beacons ?

Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:31:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

There's one good thing and one bad thing about putting beacons in the GDI warfactory. Good: When someone tries to disarm a beacon, someone might buy a unit and it will crush the Engineer or Hotwire. Bad: You may get crushed if someone buys a vehicle. (I saw one person placing a beacon in the War Factory Main Doors where the units come out of so I blew my money on a Humvee and he got crushed when it was spawned he wasn't able to finish deploying the beacon.)
