

---

Subject: HoN/Barracks double beaoning technic  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 04:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

When a server accept the victory with a beacon on pedestal (gamesdomain for instance with \*\*\*spy), I love doing this :1- I nuke/ion the HoN or the infantry barracks by placing the beacon outside the building. Why ? Because the enter is often well mined and because every one think you will destroy the refinery or central first.2- The i come back (he he ) with a brand new beacon. The destroyed HoN/IB is not defended at all. I use the beacon on the pedestal. => And every defender are now searching it near other building 3- Suddenly the victory screen appears ! And no one see it coming It work well as Nod and GDI, but when you do it twice on the same server, people start to understand

---

---

Subject: HoN/Barracks double beaoning technic  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 07:50:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i've been doing that for a while and i must say i works like a charm! nobody thinks its in a destroyed building. But the smart players do check the barrack/hon when a beacon is set, but that doesnt happen to often.

---

---

Subject: HoN/Barracks double beaoning technic  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 08:20:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i had a different idea but its about the same type of tactic. get a hotwire/tech and buy a beacon. first go to a different building plant all your c4 there. then go to the building you want to beacon and plant it. the other team will most likely go for the beacon. mean while your c4 should go off next just click the remotes and the other building is destroyed. if you've protected you beacon then the building you put it in is destroyed to, if not you at least got one building.

---

---

Subject: HoN/Barracks double beaoning technic  
Posted by [Anonymous](#) on Sat, 06 Apr 2002 23:21:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What I love is when in a last ditch rush effort, the entire base is deserted, you hear "X destroyed," "Y destroyed," all the while your beacon is ticking away - before that final structure goes, the pedestal dies and your beleaguered team wins. But yeah, I get SUPER \*\*\*\*ed when we're doing excellent than some prick comes into base and places the beacon in the destroyed barracks/HoN and I'm forced to try and go in alone with an engineer and stare down a Patch or Invisible Man with only that small (but sometimes very effective) pistol.- Dest

---

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:42:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I once placed the end game beacon in a destroyed HON and wont he game when NOD was about to win and the score was about 10,000-2,000.

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ya - I hate it when that happens. I generally think the endgame beacon is lame and only hop on servers with it enabled if I can't get into anything else...

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 11:11:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Placing is beacon on pedestal is not lame. Not defending pedestal IS lame

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 13:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think that tactic should be taken out. When the hand of nod/barrax is gone, you can no longer place beacons on the end game place and win if it goes off.

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Mon, 06 May 2002 13:10:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok ack, imma torture u by putting my EXTREAMMMMMMMMMLY LONG sig.... that is all

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Mon, 06 May 2002 13:18:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Woo hoo ACK strikes again. All hail ACK.

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Tue, 07 May 2002 00:38:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

End Game beacon is so \*\*\*\*ing retarded

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Tue, 07 May 2002 00:51:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Roserman:I once placed the end game beacon in a destroyed HON and wont he game when NOD was about to win and the score was about 10,000-2,000.Remember, it's Nod, not NOD.

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Tue, 07 May 2002 12:52:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote: Woo hoo ACK strikes again. All hail ACK.

---

Subject: HoN/Barracks double beaconing technic  
Posted by [Anonymous](#) on Tue, 07 May 2002 22:31:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You guys are nuts. BTW: If Nod was the town Cain went to after leaving his family...and his family was Adam and Eve...WHERE THE HELL DID THE TOWNSPEOPLE COME FROM!!!Sorry. That's just been bugging me since I had to go to Sunday School as a kid. (Shudder...)

---