Posted by Anonymous on Sun, 26 May 2002 02:52:00 GMT

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A unstopable strategie, Place a Beacon on a APC and drive towards the enemy Defence just before it blows.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 03:02:00 GMT

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and the beacon stays on top of the apc?

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 05:13:00 GMT

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Yes

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 05:22:00 GMT

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Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 07:06:00 GMT

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quote: Originally posted by DrFlak: YesHe means no.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 07:10:00 GMT

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quote:Originally posted by eae:He means no.I mean 'n00b'.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 08:30:00 GMT

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Like it has been said about a hundred times before in here... The beacons stay in their exact place on the map after they are armed/placed, and they cannot move. If you drove the APC away, it would be floating in mid-air.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 08:39:00 GMT

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quote:Originally posted by aircraftkiller2001:I mean 'n00b'.L L

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 09:38:00 GMT

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havent you guys noticed a little less "Tactics and Strategies" as there should be?

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 10:08:00 GMT

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You have to be directly on top of the APC

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 10:11:00 GMT

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All you have to do is place a beacon then put a buggy over it, works the best if the harvester is trying to empty... By the time they kill the vehical and the harvester to leave the beacon has blown up the building. [May 26, 2002: Message edited by: apocypher]

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 10:11:00 GMT

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have you actually tried this?? and how would you get on top of the apc

Posted by Anonymous on Sun, 26 May 2002 10:16:00 GMT

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Yes I have tried it. Put the APC below a cliff, jump off the cliff. And then your on the APC. Like on Under, but the tunnels

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 10:53:00 GMT

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quote: Originally posted by DrFlak: Yes I have tried it. Put the APC below a cliff, jump off the cliff. And then your on the APC. Like on Under, but the tunnels! think you should also remember to try driving it afterwards and observe the beacon staying where you put it.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 10:56:00 GMT

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If you put a beacon on top of an aircraft, it will melt thru onto the ground.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 11:14:00 GMT

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'tis better with a stealth tank...blocks the harv AND can't be seen so easily...

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 13:00:00 GMT

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quote: Originally posted by Nukelt15: 'tis better with a stealth tank...blocks the harv AND can't be seen so easily... Stealth = \$\$\$.Buggy = Grows on trees.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 13:01:00 GMT

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quote:Originally posted by ArmorAce..:melt thru onto???

Posted by Anonymous on Sun, 26 May 2002 14:24:00 GMT

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lies

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 14:58:00 GMT

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That dont work. Ion Cannons are assigned to a co-ordinate when they are deployed. If the co-ordinate moves, they automatically return to your weapons selection. Sooooo:

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 15:08:00 GMT

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actually an APC works best, \$500 and it has 600 health/armour

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 16:13:00 GMT

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I had a picture can you guys see it for some reason I cant?!?!?!

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 16:16:00 GMT

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quote:Originally posted by eae:Stealth = \$\$\$.Buggy = Grows on trees.lol

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 16:31:00 GMT

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Hello

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 16:36:00 GMT

I thinks you were misinformed there, DrFlak. It will stay at the position you deployed it at. Beleive me on this one.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 17:01:00 GMT

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Doesn't work the beacon doesn't "stay in the air" either it actually goes through the APC. While testing this I found out how to get an orca to stay in mid air. I went on top of the Harvester then jumped out when the harvester moved the ocra stayed????/

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 17:11:00 GMT

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APCs make great beacon guarders because their machine gun takes out engis rather quickly.

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 20:46:00 GMT

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apc is better than buggy

Subject: Beacon on APC Trick!

Posted by Anonymous on Sun, 26 May 2002 21:50:00 GMT

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I thought of this trick as well.. Tried it a long time ago. IT DOESN'T WORK.When you are on top of the APC and deploy the beacon, the beacon goes right through the APC and lands on the ground. It doesn't act like explosives do. It doesn't stick.And the missile and ion cannon needs guidance anyway.. as it comes down, you can't have the beacon moving about because its not able to follow the beacon.

Subject: Beacon on APC Trick!

Posted by Anonymous on Mon, 27 May 2002 02:57:00 GMT

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OF COURSE THE APC IS BETTER THAN A BUGGY WERE YOU ON CRACK WHEN YOU SAID THAT?? DID YOU SOMEHOW THINK THAT NEEDED TO BE SAID?? WE WILL NEVER

Posted by Anonymous on Mon, 27 May 2002 03:05:00 GMT

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APCs also have a way of drawing attention more than any other vehicle.. If the enemy sees an APC drive into their base, they usually panic and warn the whole team of an APC.. whereas a buggy.. they go, meh. Whatever.

Subject: Beacon on APC Trick!

Posted by Anonymous on Mon, 27 May 2002 04:29:00 GMT

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Yes APC's are better at the time of doing this I used a buggy.

Subject: Beacon on APC Trick!

Posted by Anonymous on Mon, 27 May 2002 10:54:00 GMT

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on walls flying the best place to put a beacon is on the little lookout tower on the refinery, during a game i played somone put it there and about 8 engies ran to get at it but due to lag everyone fell of the ramp over and over again becuase that **** ramp is so small and lag will get you. quote: are you pondering what i'm pondering pinky? I think so brain but if jimmy cracks corn and no one care, why does he keep doint it?

Subject: Beacon on APC Trick!

Posted by Anonymous on Wed, 29 May 2002 13:18:00 GMT

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I've heard from friends who tried it that a beacon falls right through a harvester. Probably the same for APC.

Subject: Beacon on APC Trick!

Posted by Anonymous on Thu, 30 May 2002 00:48:00 GMT

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Lets say it was a Early April Fools, but didn't fool anyone. lol

Posted by Anonymous on Thu, 30 May 2002 00:54:00 GMT

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LOL!Typical n00b trying to get out of his mistakes.April fools my ass.

Subject: Beacon on APC Trick!

Posted by Anonymous on Thu, 30 May 2002 00:54:00 GMT

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quote:Originally posted by DrFlak:Lets say it was a Early April Fools, but didn't fool anyone. lol i would say the same if everyone says it isnt true

Subject: Beacon on APC Trick!

Posted by Anonymous on Fri, 31 May 2002 00:00:00 GMT

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imagine if it did work lol

Subject: Beacon on APC Trick!

Posted by Anonymous on Fri, 28 Jun 2002 15:16:00 GMT

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acually ya know that tower standing next to thie refinery? there a little space between that and the main building. put the becon there, gaurd and BOOM no more money.

Subject: Beacon on APC Trick!

Posted by Anonymous on Fri, 28 Jun 2002 15:59:00 GMT

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wow I didn't know this thread was still alive I started in in May, but what I like to do in the barracks is place on the side in flying levels the side where a fall is over no one looks there...

Subject: Beacon on APC Trick!

Posted by Anonymous on Fri, 28 Jun 2002 18:55:00 GMT

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yeah, especially when it's your team

Subject: Beacon on APC Trick!
Posted by Anonymous on Sun, 30 Jun 2002 21:00:00 GMT
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On flying maps, you can Jump out of a copter and land on the sloped frontside of the refinery. Then walk around to this little ledge on the side with the silo. Or put it on the pipe. Also just but it on the GDI or Nod symbol on the front.