
Subject: Good Beacon Placements

Posted by [Anonymous](#) on Wed, 12 Jun 2002 10:44:00 GMT

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I'm making a list of good places to put beacons. I mostly play Flying maps so I don't have much experience and knowledge of beacon placement on the other maps. Feel free to add your own beacon placements.

_Flying.mix Maps: On the Weapon Factory, climb up the ramp and turn left to go DOWN the second ramp. Place the beacon under that ramp. Again, on the Weapon Factory, Go up to the roof and drop down to the ledge that hangs over the back of the weap fac. Put ur beacon there, and make sure no orcas see it. For the Hand of Nod, drop out of an Apache above the fist that is holding the globe. You will be able to place a beacon up there and no one will be able to disarm it. For the Air Strip, climb up to the second ramp, and jump up so that you are standing on the rail of the ramp. Position yourself so that the beacon will fall into the control tower of the air strip. Place your beacon. I've got to go, but I'll post more later.

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Wed, 12 Jun 2002 10:56:00 GMT

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even better for the airstrip: jump onto the rail at the point where the tower blocks the way to the ground. you won't fall, so you can then jump up onto the windowsill and into the tower. By planting the beacon on the far side, you make it out of range, and most people hearing the bleep from the inside will go to the roof. Also, you can crouch down after planting and be all but invisible to the people outside. For the refinery: if you really know your vehicle exit points well, one side's refinery lacks an overhead block for the tall stack on the side. No one can see or disarm it, much less even hear it. for the barracks, on the flying maps, that spot under the side ramps is best. You know, the one blocked by the partial wall? Easy to defend.

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Posted by [Anonymous](#) on Thu, 13 Jun 2002 11:06:00 GMT

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everyone knows them

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Thu, 13 Jun 2002 16:51:00 GMT

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a nice place in any map on a ref is at the MCT if you are a hotwire plant all your c4 on it. If you a discovered you can still destroy the building

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Thu, 13 Jun 2002 17:41:00 GMT

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A REALLY good place for a nuke beacon would be up Tom Daschle's arse!!

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Thu, 13 Jun 2002 17:56:00 GMT

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i know THE BEST place to put a beacon...UP ACKS @\$\$!!

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Fri, 14 Jun 2002 06:49:00 GMT

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thats the way he likes it

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Fri, 14 Jun 2002 11:22:00 GMT

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stick it up WW's ass with a note that says "we paid for the beta, now send us the final version"

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Sat, 15 Jun 2002 00:42:00 GMT

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in walls_air / city_air every1 expects it to be on the roof so put it in the normal spot in other maps or somewhere inside! most people dont expect it.

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Tue, 18 Jun 2002 16:25:00 GMT

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For any level to kill the refinery put the becon in the crack between the small silo and the main building. It works best as a steath soilder because the engineers come in to disarm it (if they know where it is) you can open fire and before they can call for help, death has come! And by the way, HOW DO YOU MAKE A SIGNATRUE!!!!!!?????????

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Tue, 18 Jun 2002 20:50:00 GMT

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quote:Originally posted by JSMaTT:stick it up WW's ass with a note that says "we paid for the beta, now send us the final version"lmaf

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:18:00 GMT

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Grab a hotwire and a beacon, lay it in the circlerom in the Airstrip building,and mine the doorway @ head level.Or just mine the cricle room floor.Then Just exit and hit another building with your C4. Works well! "Whew! We disarmed that thing in the nick of time!" BLAM! Hand of Nod Destroyed WTF?!!!!

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Wed, 19 Jun 2002 06:10:00 GMT

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Surely Blue Eagle, I'm sure NO ENEMY will be in the base when they hear "Ion Cannon Beacon deployed" and you'll make it to the Hand UNSEEN!

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Wed, 19 Jun 2002 07:56:00 GMT

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You just have to know how to sneak around the right way.

Subject: Good Beacon Placements

Posted by [Anonymous](#) on Wed, 19 Jun 2002 10:00:00 GMT

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hey these are for any levela simple placement that doesnt always work, when the harvester is in its unloading position, place the beacon behind it, its a very tight spot and gives you some temporary protection, of course run to some other place and make it look like you're planting a beacon and they'll fall for italso if you see the harvy coming back, place the beacon where the harvy will be, then it will have a good amount of time where noone will be able to touch ita final trick, yah sure it dont alway work but the few times i've tried it i've done it no prob and the gdi losers i'm playin against are too dumb to figure it out go in with stealth char and tank, tank is more important and can be done w/out stealth char. place beacon near a building wall. jump back in tank and sit over it. when soldiers come to get rid of it you can a) run the over or b) let them repair

you and THEN run them over, yah they do fall for it. you may lose your tank before the beacon blows but you should know there is a good chance they cant get rid of it in time Andy
aimbot1@hotmail.com
