Subject: SBH and the Nuke Beacon
Posted by Anonymous on Mon, 08 Jul 2002 13:29:00 GMT
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the c4 is really effective at taking out enginners. just don't be too close to it when it blows, or else you'll go with it

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Mon, 08 Jul 2002 15:22:00 GMT
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If you place a nuke as a TECH, cover the beacon with your other explosives, mines everything. Engineers will have to disarm your explosives before they can EVEN SEE THE BEAC!

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Tue, 09 Jul 2002 00:22:00 GMT
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I'm sure most people know this, but for those of you who don't. On any map when you are Nod and you have a SBH and a Nuke (and get into the GDI base) put a timed C4 down and then place the Nuke near it. You'd be suprised how many engineers you can take out while they are trying to disarm the Nuke! Especially if you are nearby to shoot at them while they are disarming the Nuke. You can also put the timed C4 on top of the beacon so that even if they do disarm the Nuke they would die from the C4.

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Wed, 10 Jul 2002 17:51:00 GMT
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I don't really think that there are that many newbies here who didn't know this already. Could you please post if this whas news to you? I'd like to know if people are benefitting from the posting of stuff that is obvious to players who are observant on the battlefeild. If there aren't, then posting these things are kinda useless, unless it's a new trick found out less than 2 weeks ago. Pardon my apparent rudeness.

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Wed, 10 Jul 2002 23:47:00 GMT
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What is amazing is how many engineer types pay no attention to the fact that there is likely a timed C4 around the beacon even if it is hidden from where they stand. You can defuse the beacon from a distance that is safely outside the c4 blast radius.Personally I prefer to place the

beacon then the C4 (rather than the C4 first.)

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Thu, 11 Jul 2002 01:59:00 GMT
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I always seem to get the timing worng, the C4 goes off before an engineer arrives and attracts ppls attention. To late by then usually, then again I suppose it depends on the number of players, the more people the faster it is found.

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Thu, 11 Jul 2002 08:19:00 GMT
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is this a n00b only thread or may i flame?

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Thu, 11 Jul 2002 15:48:00 GMT
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If you have an advanced engineer, you can stand outside the timed c4's range...

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Fri, 12 Jul 2002 10:15:00 GMT
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Whee,a completely new super tactic!WHEE!(sarcasm included)

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Fri, 12 Jul 2002 14:36:00 GMT
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better if you have enough cash, plant a few beacons outside their base(where they won't do a thing), then plant a third in an important structure...they get complacent after the first few harmless ones, then beat their heads on the wall when the structure dies.

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Sat, 13 Jul 2002 00:00:00 GMT

Also, when the c4 goes off everyone rushes to that buildingI usually plant the c4 in barracks and the nuke in weapons factory that way they all rush to the barracks when its realling in the weap factory! It works really well!

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Sat, 13 Jul 2002 05:44:00 GMT

im ausseming these are non defensive maps.another thing is a Hotwire/tech has a longer repairing beam then an engi, so the hot/tech can actually stand father away.I dont know y people go up so close to the nuke, even if there are the hot/tech.

Subject: SBH and the Nuke Beacon
Posted by Anonymous on Sat, 13 Jul 2002 19:22:00 GMT

because the repair gun does not always hit; the beam wavers. it stays on target and disarms quicker if u are close. put the nuke down first, then c4. also, dont just put the c4 on the nuke. if u put the nuke in a nook like behind the powerplant or refinery, put the c4 farther back from where u expect engineers to stand, not closer. it is wasteful to nuke by a wall and then c4 on the nuke. you are only using half of your blast radius. instead, position the c4 so an enemy threat is more likely to be in the radius. also, place the c4 head level if it is convenient

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Subject: SBH and the Nuke Beacon
Posted by Anonymous on Wed, 17 Jul 2002 20:02:00 GMT

The beauty of the SBH is that you don't need the C4. You have the luxery of running around finding the best spot to place the beacon (this is extremely easy on flying maps). On smaller games, or games with few defenders find a spot, place the beacon, and stand back. The good thing about engineers is that they concentrate on disarming the beacon. It takes only a couple of shots to kill an engi. So wait till the beacon goes off and place your C4 on an MCT for added points.