Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Tue, 22 Oct 2002 11:50:00 GMT

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I was wondering if that was a viable option. I was sitting around last night thinking of some new tactics and this one came to mind. Hop on top of your own harvy and ride it out next to the enemy harvy, or if it is a flying map use the Orca or Apache to drop onto it. Jump to it and wait until it is close to the enemy base and then plant the beacon.

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Tue, 22 Oct 2002 14:47:00 GMT

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Yeah, it just goes right through the vehicle to the ground.

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Tue, 22 Oct 2002 17:03:00 GMT

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Yeah i wish humans did also! that way I could never be ran over MUHAHAHAH!!!C4 is a different story

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Tue, 22 Oct 2002 20:26:00 GMT View Forum Message <> Reply to Message

huh I wonder if you covered the enemy with enough remote c4 that when it docked with the refinery that you could take it out. Not a very good strategy seeing as it would be next to impossible but it would be really funny.

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Tue, 22 Oct 2002 21:14:00 GMT View Forum Message <> Reply to Message

Believe it or not, YES IT DOES!....You'd need about 100 mines since the explosions only touch the ref a little bit.

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Tue, 22 Oct 2002 22:07:00 GMT

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Even if you could Why would you want to nuke the harvester, such a waste of 1000 credits. Get an advanced engineer plant both timed C4 and C4 and bye bye harvy ripintou to the rescue again!

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Wed, 23 Oct 2002 00:17:00 GMT View Forum Message <> Reply to Message

Good plan! with just two major flaws...1. Beacons dont stick to vehicles and...2. Beacons dont stick to vehicles.

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Wed, 23 Oct 2002 00:35:00 GMT View Forum Message <> Reply to Message

I had never tried it with any vehicle so I wasn't sure. Thanks for the info.

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Wed, 23 Oct 2002 03:56:00 GMT View Forum Message <> Reply to Message

...the point isn't to kill the harvester

Subject: Has anyone ever tried to plant a beacon on top of the enemy Posted by Anonymous on Wed, 23 Oct 2002 04:38:00 GMT View Forum Message <> Reply to Message

No! I've tried to jump down hand on Nod and put the beacon on a tank, but the beacon sink down to the ground.