Cinematics are incredibly easy to set up like this.

-1 Create_Real_Object, 1, "Sentry_Gun"
The "Sentry_Gun" party can be whatever preset you'd use to be set up. Mine just so happened to be Sentry_Gun. This just has to be a simple .txt file that's in your editor cache file for your mod.

Use Test_Cinematic (Script name- Yes, just Test_Cinematic, no JFW or M00 or the like) script on the Post beacon placement thing (Goes under Object>Cinematic). Make sure it uses the correct cinematic .txt file's name. The beacon itself doesn't have to do much, just make sure a few settings are checked.

-Disarm time should be -1.000

-Post-detonate time should be -1.000

-Broadcast to all time should be -1.000

-Arm time is how long it should take to place the beacon. 1=1 second.

-Explosion anim should be blank, unless you want it to explode when placed.

-Make sure the cinematic is the proper cinematic that contains the "Test_Cinematic" script.

That should be about it. A few other obvious things should be done (Ammo, weapon, etc), but you can probably just copy those off the existing beacon weapons, since they really don't do anything. Oh, and if you don't want them refillable, uncheck "can receive generic CNC ammo".

If you have any more questions, just post them here.