Subject: a beacon tactic
Posted by futura83 on Tue, 26 Jun 2007 12:52:02 GMT
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when placing a beacon, one way i found that really works is to plant 2.

Have the first one be planted someone less obvious, then one more or less in plain site.

If done right, all the hotties/techs/engis will convulge the one planted last, go to it, and repair it, while the other one is going off.

Subject: Re: a beacon tactic
Posted by Crusader on Tue, 26 Jun 2007 13:51:09 GMT
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Haha...it's funny you mention that cuz just yesterday, GDI beat us in City_Flying with that tactic.

It was a good fight...in the end they had their PP/AGT and we only had our Ref.

Subject: Re: a beacon tactic
Posted by Goztow on Tue, 26 Jun 2007 14:28:20 GMT
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Or put both at a less obvious place and watch techies/hotties split up so it's easier to defend your beacon and you may get two buildings.

Subject: Re: a beacon tactic
Posted by Jamie or NuneGa on Tue, 26 Jun 2007 14:39:03 GMT
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or place get like 10 people to place one at same time and watch the fire works

---

Subject: Re: a beacon tactic
Posted by futura83 on Tue, 26 Jun 2007 15:23:28 GMT
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Goztow wrote on Tue, 26 June 2007 15:28Or put both at a less obvious place and watch techies/hotties split up so it's easier to defend your beacon and you may get two buildings.

under the topic title i put a little description.

I did that so people hopefully wouldnt post stating that oh-so obsvious fact.

When they only have 1 building, you have 2 realistic choices: nuke/destroy the building, or nuke the ped.
If it is a marathon server, i ve known times when its taken over an hour to finish a game where one team has clearly no hope of winning (ala one building left). but since they camp said building, it is hard to destroy.

The funny thing is, these campers will defend a building like there's no tommorrow, yet whine/create polls to skip, then whine some more when it dosnt pass, then just plainly refuse to give up...

Subject: Re: a beacon tactic
Posted by sadukar09 on Tue, 26 Jun 2007 15:35:14 GMT
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^ n00bs dont work together when theres a base, but work together when theres none? How intriguing...

Subject: Re: a beacon tactic
Posted by puddle_splasher on Tue, 26 Jun 2007 15:43:51 GMT
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Multiple beacons FTW

Subject: Re: a beacon tactic
Posted by futura83 on Tue, 26 Jun 2007 16:25:41 GMT
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sadukar09 wrote on Tue, 26 June 2007 16:35^ n00bs dont work together when theres a base, but work together when theres none? How intriguing...

actually, from experiance, its the other way round.

Especially after a base defence has been killed and you are nod....

Subject: Re: a beacon tactic
Posted by sadukar09 on Tue, 26 Jun 2007 17:24:20 GMT
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Ancient_and_forever wrote on Tue, 26 June 2007 11:25sadukar09 wrote on Tue, 26 June 2007

16:35^ n00bs dont work together when theres a base, but work together when theres none? How intriguing...

actually, from experiance, its the other way round.

Especially after a base defence has been killed and you are nod....

what do you mean? n00bs who just wander off and do their own thing tend to wander back into their bases after something dies...even if its half their base. Unless they just plain leave, but thats another story

---

Subject: Re: a beacon tactic
Posted by futura83 on Tue, 26 Jun 2007 17:50:17 GMT
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what i mean is, if nod destroy the AGT, then alot of nod will think that working as a team is no longer needed, so will wander off and try to take down the base themselves...

Subject: Re: a beacon tactic
Posted by sadukar09 on Tue, 26 Jun 2007 18:56:58 GMT
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happens with the pp down too...probably half the team wanders off?

Subject: Re: a beacon tactic
Posted by puddle_splasher on Tue, 26 Jun 2007 23:54:17 GMT
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Ancient_and_forever wrote on Tue, 26 June 2007 11:25sadukar09 wrote on Tue, 26 June 2007 16:35^ n00bs dont work together when theres a base, but work together when theres none? How intriguing...

actually, from experiance, its the other way round.

Especially after a base defence has been killed and you are nod....

Contradiction??

Either they do or they dont "when there is a base"

Subject: Re: a beacon tactic
Posted by puddle_splasher on Tue, 26 Jun 2007 23:57:13 GMT
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Ancient_and_forever wrote on Tue, 26 June 2007 12:50what i mean is, if nod destroy the AGT, then alot of nod will think that working as a team is no longer needed, so will wander off and try to take down the base themselves...

Lies. Lies, Lies.

What server do you play on? 1vs1?

Although that was N00bstories last night.

Subject: Re: a beacon tactic
Posted by R3N3G1DE on Fri, 29 Jun 2007 12:32:34 GMT
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Probably you would need a couple of no0bs to guard the beacon, if your going to put it in somewhere that is obvious because they would most likely run around, revealing their secret beacon.

Well, the "no0bs" wouldn't put the beacon anyways, because they would probably plant it on the harvester.

(Wonder if those "people" would listen and follow orders)

Subject: Re: a beacon tactic
Posted by sadukar09 on Fri, 29 Jun 2007 12:38:17 GMT
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you cant plant it on a harvester   only if you can...moving apc of D00M!!!

Subject: Re: a beacon tactic
Posted by R3N3G1DE on Fri, 29 Jun 2007 12:47:52 GMT
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Sorry, I guess there's no spot to plant for a beacon

Subject: Re: a beacon tactic
Posted by Renerage on Tue, 03 Jul 2007 06:27:32 GMT
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sadukar09 wrote on Fri, 29 June 2007 08:38you cant plant it on a harvester   only if you can...moving apc of D00M!!!

Your right, you cant.
Has something to do with when a beacon is set, its an immovable object or whatnot.

Subject: Re: a beacon tactic
Posted by Jamie or NuneGa on Tue, 03 Jul 2007 10:26:12 GMT
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Ancient_and_forever wrote on Tue, 26 June 2007 12:50what i mean is, if nod destroy the AGT, then alot of nod will think that working as a team is no longer needed, so will wander off and try to take down the base themselves...

yep, then you get pwned by the other still functional team.

Fpr example on hourglass, if your nod, gdi can easily camp with 2 mammy's and thus many single stanks die... i see this way too often, brings a tear to my eye.

Subject: Re: a beacon tactic
Posted by futura83 on Tue, 03 Jul 2007 10:32:14 GMT
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NuNeGa wrote on Tue, 03 July 2007 11:26Ancient_and_forever wrote on Tue, 26 June 2007 12:50what i mean is, if nod destroy the AGT, then alot of nod will think that working as a team is no longer needed, so will wander off and try to take down the base themselves...

yep, then you get pwned by the other still functional team.

Fpr example on hourglass, if your nod, gdi can easily camp with 2 mammy's and thus many single stanks die... i see this way too often, brings a tear to my eye.

me too.

what i find funny is, when a single SBH manages to get through and succssfully manages to nuke a structure like the ref or pp...

Subject: Re: a beacon tactic

Posted by bashom on Sun, 30 Sep 2007 03:17:28 GMT
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 Its so simple!

1.All i do is get a couple of people in APCS.
2.We go into their base, away from the action. Get next to the wall.
3.Cover your self with the acp (your teamates should too).
4.Place beacon.
5.Get back in, and cover it. if u r succcessful, the building shoiuld be history.

If u follow these steps. I bet the base will be destroyed very easily.

P.S. You dont have to be pro to pull this off, just a good shooter. (But I do reccemend that if you are less experienced that you go with go with a few other teamates.) Make sure you are a solier of any sort , and not a engenier just in case your APC blows up.)

Subject: Re: a beacon tactic
Posted by Starbuzz on Sun, 30 Sep 2007 04:34:39 GMT
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July, August, September...BUMP!

Anyway, thanks man. Everyone here know this tactic! Welcome to Renegadeforums!

Subject: Re: a beacon tactic
Posted by sadukar09 on Sun, 30 Sep 2007 13:03:48 GMT
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Starbuzz wrote on Sat, 29 September 2007 23:34July, August, September...BUMP!

Anyway, thanks man. Everyone here know this tactic! Welcome to Renegadeforums!
Well if he posted things that helps the topic, I guess it's ok. If it's spam like you and I then no.

Subject: Re: a beacon tactic
Posted by Starbuzz on Sun, 30 Sep 2007 20:33:52 GMT
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sadukar09 wrote on Sun, 30 September 2007 08:03Starbuzz wrote on Sat, 29 September 2007 23:34July, August, September...BUMP!

Anyway, thanks man. Everyone here know this tactic! Welcome to Renegadeforums!
Well if he posted things that helps the topic, I guess it's ok. If it's spam like you and I then no.

Haha!

Subject: Re: a beacon tactic
Posted by The Elite Officer on Thu, 04 Oct 2007 18:28:10 GMT
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bashom wrote on Sat, 29 September 2007 23:17 Its so simple!

1.All i do is get a couple of people in APCS.
2.We go into their base, away from the action. Get next to the wall.
3.Cover your self with the acp (your teamates should too).
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P.S. You dont have to be pro to pull this off, just a good shooter. (But I do reccemend that if you are less experienced that you go with go with a few other teamates.) Make sure you are a solier of any sort , and not a engenier just in case your APC blows up.)

Yeah this tatic has been out for some time now.

Subject: Re: a beacon tactic
Posted by GeneralCF on Sat, 06 Oct 2007 21:23:29 GMT
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Goztow wrote on Tue, 26 June 2007 11:28Or put both at a less obvious place and watch techies/hotties split up so it's easier to defend your beacon and you may get two buildings. What about if you dont have too many credits?

Nice ideas. Where should I say hello! here?

Subject: Re: a beacon tactic
Posted by nikki6ixx on Sat, 06 Oct 2007 21:32:56 GMT
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My favorite dual beacon deal, is getting a dude to come with you, and head up the GDI War Factory.

One guy heads to the ledge, and the other just stays on the roof, in plain sight. Both plant at the same time, and both defend the beacon in plain sight.

Of course, everyone heads for the one in plain sight, disarm it, and there's always a moron who says, "HAHAHAHLOL THANJKS NOOD MUR POINTS FOR US G??????G!" , only to realize that he didn't hear the second until it's too late; and there's always that ever-satisfying 'boink' afterwards.

Subject: Re: a beacon tactic
Posted by Starbuzz on Mon, 08 Oct 2007 04:02:37 GMT
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And speaking of dual beacons!!!!!

GDI got squashed LIKE BUGS!

Subject: Re: a beacon tactic
Posted by _SSnipe_ on Mon, 08 Oct 2007 20:13:32 GMT
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i say this...................c&c_walls_flying 4 sbh's...........1 nuke for each building same time
for bar
the side or top
for pp the top with walls and mines
wf that ledge on top
ref ummmm anywhere

lay time 24 about 20 seconds after laying it

then defend shoot another building to make them run to that one

---

Subject: Re: a beacon tactic
Posted by Renerage on Tue, 09 Oct 2007 05:42:06 GMT
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Heh, I've done it with 5 Sbh's on a camping GDI,
Planted all on top of barracks, in plain sight. Just to be cocky.
Needless to say we got it off.

Subject: Re: a beacon tactic
Posted by trooprm02 on Wed, 10 Oct 2007 01:54:34 GMT

Ancient_and_forever wrote on Tue, 26 June 2007 07:52when placing a beacon, one way i found that really works is to plant 2.

Have the first one be planted someone less obvious, then one more or less in plain site.

If done right, all the hotties/techs/engis will convulge the one planted last, go to it, and repair it, while the other one is going off.

Shocking.

Subject: Re: a beacon tactic
Posted by Lurtz1122 on Mon, 05 Nov 2007 15:16:04 GMT

what many people say teamwork teamwork and more teamwork.

Subject: Re: a beacon tactic
Posted by trooprm02 on Mon, 05 Nov 2007 20:22:55 GMT

Lurtz1122 wrote on Mon, 05 November 2007 09:16what many people say teamwork teamwork and more teamwork.

k

Subject: Re: a beacon tactic
Posted by Starbuzz on Tue, 06 Nov 2007 16:08:55 GMT

Lurtz1122 wrote on Mon, 05 November 2007 09:16what many people say teamwork teamwork and more teamwork.

Teamwork is the gay.

Subject: Re: a beacon tactic
Posted by Charlie 319 on Tue, 20 Nov 2007 07:37:52 GMT

Teamwork is essential.

...And losing half the base really brings the team together on some of the public servers. At least five times, all we've had would be a PP and Primary Defence, and we really get our act together and start acting like a team.

Subject: Re: a beacon tactic
Posted by nopol10 on Tue, 20 Nov 2007 11:05:56 GMT
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Charlie 319 wrote on Tue, 20 November 2007 15:37Teamwork is essential.

...And losing half the base really brings the team together on some of the public servers. At least five times, all we've had would be a PP and Primary Defence, and we really get our act together and start acting like a team.

Most of the time its too late.

Subject: Re: a beacon tactic
Posted by Charlie 319 on Wed, 21 Nov 2007 23:07:32 GMT
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yes. Too bad it only happens when we are destined to lose...

Subject: Re: a beacon tactic
Posted by qwertwert125 on Mon, 26 Nov 2007 17:45:48 GMT
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NuneGa wrote on Tue, 26 June 2007 09:39or place get like 10 people to place one at same time and watch the fire works

holy heck that would lag, and people are so stupid that youd never get more than 2, maybe three people to cooperate in order to pull it off. i mean seriously, how often do you see an aactuall coordinated attack more than that useual techy-pile-into-the-apc-and-rush-the-base-the-minute-the-game-starts crap.

Subject: Re: a beacon tactic
Posted by Jargh193 on Fri, 30 Nov 2007 05:52:01 GMT
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did this little trick today on n00bless, had 1 sbh with nuke standing by on 1 building, while i placed timed c4 on another as soon as he started placing the beacon, then I started shooting everything, everyone though I had planted the nuke, and never made it to the true spot in time. No easy way to nuke a building when it is the last one unless you save the ref for last and let the harv park on

---

top of it   Maybe place the beacon on top of the harv as you ride it (that is a joke   )

Place about 3 or 4 at once would be a bit overkill, but nothing wrong with that. or havoc, sak, or apc whore like everyone still does.

Subject: Beacon
Posted by topcap on Sat, 01 Dec 2007 20:52:34 GMT
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you need to plant at least 3 beacons, becouse if they have a load of hotties and engineers they can destroy them pretty quickly.

Subject: Re: a beacon tactic
Posted by nope.avi on Thu, 10 Jan 2008 22:07:29 GMT
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Ancient_and_forever wrote on Tue, 26 June 2007 11:23Goztow wrote on Tue, 26 June 2007 15:28Or put both at a less obvious place and watch techies/hotties split up so it's easier to defend your beacon and you may get two buildings.

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If it is a marathon server, i ve known times when its taken over an hour to finish a game where one team has clearly no hope of winning (ala one building left). but since they camp said building, it is hard to destroy.

The funny thing is, these campers will defend a building like there's no tommorrow, yet whine/create polls to skip, then whine some more when it dosnt pass, then just plainly refuse to give up...

90% of the players left on the team with one building left will be hotwires running around in their power plant going GOD KILL US ALREDY NOOBSSSS yet when you try to nuke they all rush out and go AA NUKEEE GOGOGOGO DISARM, best thing is to snipe them while their disarming which:
1.) kills off the hotwires stupid enough to go outside
2.)make the other team really mad because they aren't getting those precious credits that they can only beacon spam with and
3.) make them even angrier when they realise its an oh-so long walk from their refinery to their power plant when theirs apcs smashing up the base,

---

Subject: Re: a beacon tactic
Posted by nope.avi on Thu, 10 Jan 2008 22:09:55 GMT
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[quote title=Jargh193 wrote on Fri, 30 November 2007 00:52] Maybe place the beacon on top of the harv as you ride it (that is a joke   )

thats would be friken awesome though