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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [BumishBk](#) on Wed, 04 May 2005 03:43:25 GMT

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When placing a beacon there are several ways to do so. The most popular way is of course using an sbh for stealth reasons. When doing so it is best to first set your nuke, then wait at least 5 seconds before placing your timed c4 near it. If you set the c4 before your nuke or right after, it usually will go off before anyone comes near. After you place the c4 hide until you are invisible again, then back off as far as possible, while still having the nuke in vision. When an engie or hottie comes, do not shoot at them right away, wait for them to start repairing the nuke then shoot them in the head and kill them. If a defender i.e. havoc, comes to the nuke first stay away from him even if he sees you, you need to stay alive as long as possible, and you do not want the hotties to start c4ing you. When you know you have it, leave so you don't have to get killed. The other effective option is to have an apc and a hottie/tech. It is also best to have a teammate in the apc with you. You then approach the building you are targeting, when you reach it, get out and plant the nuke immediately. It is good to have a teammate in the apc with you so that no one on the other team can steal the apc and crush you. As soon as you plant the beacon go into the apc and kill any engie that approaches. If your apc eventually gets destroyed place your mines around the nuke and defend using your pistol as best as you can. If you have a good team that is willing to cooperate, it is always good to have several SBH's to cover your nuke. If you have a well organized team it is also good to place nukes in multiple buildings at the exact same time. This divides the engies and most likely one will work, especially if you nuke 3 at the same time. And the last method I have, which isn't as good as the last is laying several nukes on the same building. This is not as good because the engies can repair one, then the next in a short amount of time.

When you are placing a beacon, you can put it anywhere like a noob. But the odds are, if the base is well defended, that it will be disarmed. But there are certain places in, on top, and around buildings that buy you extra time, are hidden, and hard to get to. The good places also allow little room for many engineers or hotties to disarm them and often have better odds of working.

In Walls Flying it is usually a good idea to place beacons on the top of buildings. This makes it harder to get to and can be defended well. A beacon on top of a building also can be defended by snipers on top of the mesa who can kill the disarmers. This is specifically for Walls Flying.

On other levels there are good spots to place beacons as well. If a building is being bombarded by tanks and there are no base defenses. Sometimes it is best to go right to where the tanks are shooting and place it there. The tank shots produce great cover.

Some of my favorite spots indoors to place beacons are in tight spaces. For example, if the Barracks is not mined, a nuke placed right next to the MCT of the Barracks is a great spot. It not only is tight but easy to defend from the opposite corner, where you can shoot the engies. Another benefit of this spot is that the enemy will most of the time not think the beacon is inside and go looking around the outside of the barracks for a long time. This buys you much needed time. And even if they come inside the barracks, the nuke is out of view and they will become confused. Whenever someone finally figures it out, you are waiting to shoot at them.

A good spot in the refinery is in the corner opposite the front door of the ref (the side the harvester unloads on) this spot is small so few people could repair it. A well placed c4 also helps tremendously. In all buildings I find, unless you have outside cover (snipers, APC, tanks) it is

better to place the nukes inside than outside. Even better is inside next to a wall, this confuses the enemy into thinking it is outside.

One of the great other spots to place an ion with an apc is over any place of the strip- the unloading end being better. This is just a hard spot to get to for Nod and a good spot for placing beacons if there is no one nearby that is killing you while you place it.

## NOOB TRAPS

There are certain places where you should not place beacons, these places you may think are good, but are not.

These places include:

Inside the WF vehicle spawner. This is bad because it is hard to defend, you could get crushed and people find it very easily.

At the refinery between the main building and the silo, that spot is well known and searched for very quickly.

Nuking the WF as the first building to go. Unless your team is dominating the level or it is a marathon game it is very unwise to nuke the WF first. Just don't do it.

In Walls Flying on the sides of the bar. This can be quite popular, and unless you are rushing and setting it there as an added effect to the rush it is not a good idea, this is one of the spots that GDI checks for before near the MCT.

Next, don't just place nukes in places where the enemy can reach them if it doesn't effect buildings. Because it would just be really stupid if the other team got the points for a useless nuke. This could be the most done nuke in the game and probably has the lowest percentage of working. On the level Islands it is quite popular to place the nuke on the side of the Barracks. This spot, if they hear it is the barracks, GDI swarms to and disarms the nuke a high percentage of the time. It also has no cover from friendly units other than yourself and possibly another sbh which isn't enough. If you do nuke the bar on Islands, and you must place it on the outside, do so at the back of the bar. Here it can be covered by snipers and is less looked at.

Do not fall into the trap of placing your beacons in the last few places. It only gives the other team points and makes the situation worse for your team.

Nukes are always a risk, they could win or lose a game for you so place them well.

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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [IRON FART](#) on Wed, 04 May 2005 03:52:01 GMT

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Quote:This is bad because it is hard to defend, you could get crushed and people find it very easily.

Personally, I would try to do this. If you can get it inside the vehicle spawn zone, it's even better. Why?

1. The doors will always shut, hiding the beacon.
2. People don't always think to look there.
3. If someone tries to repair the beacon, there is a good chance they will get killed by the vehicle spawn zone.

The downside is of course that you could get killed or spotted easily.

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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [flyingfox](#) on Wed, 04 May 2005 22:31:00 GMT

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This is just about the best reply I could ever have gotten to my topic about nuking in a 16 vs 16.

field, Nod base, the corner of the ref beside the infiltration rocks. Don't nuke there, as soon as Nod hears "ion cannon deployed" on field they go check the ref, and if they hear the beacon, they check there first. Also hard to defend because of the obelisk.

similarly, don't nuke just behind the airstrip barrier (same team, same map) as this nuke won't even take half health off the strip. you need like 3 beacons to do the job here.

best place to nuke as GDI on field is the tunnel or pedestal on an APC rush. as Nod you should walk the harvester to the refinery and place inside, next to the wall where most people place outside, to confuse. harv walking, nuking the AGT and typing in all chat "ref!!! REF!!!!!" is a good idea, this has worked for me. You can also rush the AGT from the tunnel, letting the first missile fire foul and running against the machine gun fire. unlikely you'll survive on your own though, you should bring teammates (haha, teammates, you made that mistake too).

or first kill the base defenses and let the good times roll.

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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [SE-boro](#) on Thu, 05 May 2005 02:13:23 GMT

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For the nuke on the ref on field. Use two blackhands and do walljump. First some1 starts jumping then the other jumps into him and get lifted up the wall, then place the beacon. The other sbh is for distraction. And it always works.

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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [gundar](#) on Tue, 10 May 2005 13:29:28 GMT

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The best way in my opinion to place and ion/nuke is when you either A) can park a tank or APC on it so nobody can get it or B) in a spot where a sniper can easily shoot anybody trying to heal it. Any other way you have a 50/50 chance of it working.

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Subject: Placing Beacons... The Best way & the Best Spots

Posted by [karmai](#) on Tue, 10 May 2005 15:47:03 GMT

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If you can get a vehicle to cover your becon, its always better than using an sbh

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Subject: Placing Beacons... The Best way & the Best Spots  
Posted by [stealthkiller](#) on Wed, 11 May 2005 00:37:06 GMT  
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Heres one: plant just inside the door of the building in the corner, basically right behind door. People usually walk right past it, and the only way people will see it is if theyre heading that direction. If you plan it right, it almost always works

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Subject: Placing Beacons... The Best way & the Best Spots  
Posted by [gundar](#) on Wed, 11 May 2005 11:58:08 GMT  
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Tip for defusing ion/beacons get a skin that has a bright color so you can find it easier, otherwise you may be running around in circles.

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Subject: Placing Beacons... The Best way & the Best Spots  
Posted by [Goztow](#) on Thu, 12 May 2005 10:03:35 GMT  
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gundarTip for defusing ion/beacons get a skin that has a bright color so you can find it easier, otherwise you may be running around in circles. That, my dear friend, would be a cheat in my eyes...

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Subject: Placing Beacons... The Best way & the Best Spots  
Posted by [stahlei](#) on Tue, 17 May 2005 07:21:01 GMT  
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Its not a cheat, its a skin. If you think that its a cheat, then every skin is a cheat, even the flaming cow .

btw: Wall jumps are forbidden on most servers....

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Subject: Placing Beacons... The Best way & the Best Spots  
Posted by [Goztow](#) on Tue, 17 May 2005 11:07:50 GMT  
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A cheat is something that gives you an advantage towards other people that just play the mode. For me, it is a cheat just like fluo sniper skins and bighead, ... I've seen a skin which shows with huge arrows in the air were the ion beacon is. U also call that just a skin?

Pure RG server all the way!

---

Subject: Placing Beacons... The Best way & the Best Spots

Posted by [stahlei](#) on Wed, 18 May 2005 05:59:18 GMT

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Goztow I've seen a skin which shows with huge arrows in the air were the ion beacon is. U also call that just a skin?

Pure RG server all the way!

Thats not a skin because the size of the object is changed. You are not able to use that if you use renguard. Pure mode is not nescessary in that case.

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [BumishBk](#) on Mon, 28 Nov 2005 02:51:16 GMT

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Dave Mason](#) on Mon, 28 Nov 2005 20:26:42 GMT

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stahlei wrote on Wed, 18 May 2005 06:59Goztow I've seen a skin which shows with huge arrows in the air were the ion beacon is. U also call that just a skin?

Pure RG server all the way!

Thats not a skin because the size of the object is changed. You are not able to use that if you use renguard. Pure mode is not nescessary in that case.

You're both idiots.

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Spoony\\_old](#) on Mon, 28 Nov 2005 21:16:54 GMT

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stahlei wrote on Tue, 17 May 2005 03:21Its not a cheat, its a skin. If you think that its a cheat, then every skin is a cheat, even the flaming cow .

btw: Wall jumps are forbidden on most servers....

You think advantage skins are fine but buddyjumping isn't? What the fuck?

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [Ma1kel](#) on Tue, 29 Nov 2005 15:49:07 GMT  
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...

### File Attachments

1) [nukehere.JPG](#), downloaded 1745 times



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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [RTsa](#) on Tue, 29 Nov 2005 16:04:22 GMT  
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Hmm...that's definitely new to me..  
Does it kill PP? Looks like it's a long way to it from there...

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [Ma1kel](#) on Tue, 29 Nov 2005 21:48:28 GMT  
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Yes, it does. And another place, use the "c" button and watch out with the stepping.

### File Attachments

1) [nukehereonproof.JPG](#), downloaded 1673 times



Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Jecht](#) on Tue, 29 Nov 2005 23:00:07 GMT

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that beacon can be disarmed from the ground.

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [RTsa](#) on Wed, 30 Nov 2005 08:48:38 GMT

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Indeed, I wouldn't nuke there.

If you get inside WF, it's sometimes a good idea to nuke behind the panel of some sorts..where the window is. It's pretty hard to spot.

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Ma1kel](#) on Wed, 30 Nov 2005 11:35:16 GMT

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Yea, they can disarm it from the ground, but I have only seen a few people do that the 45 times I nuked there. You can also nuke here:

## File Attachments

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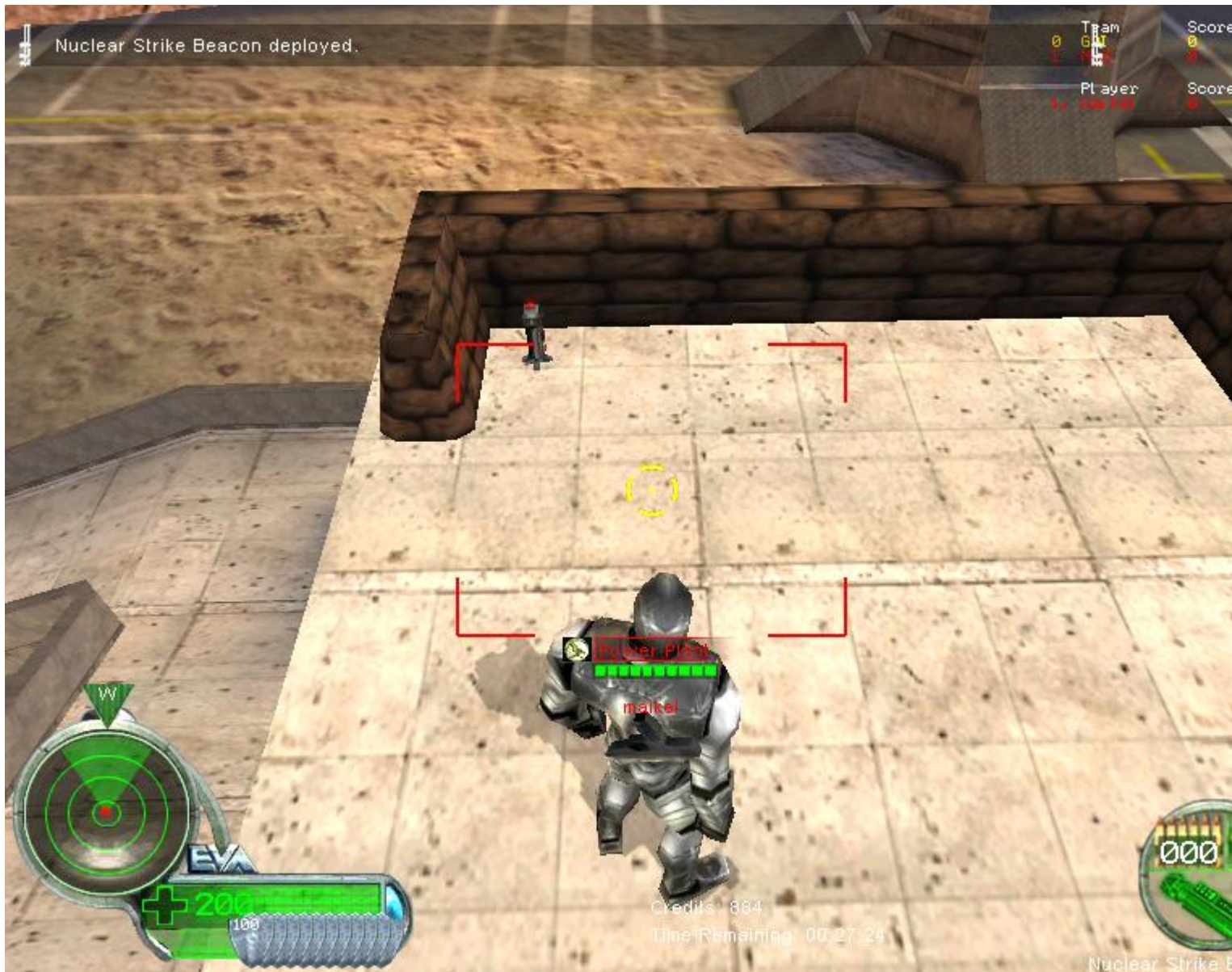
1) [nukehereinbar.JPG](#), downloaded 1525 times



2) [nukehereinwf.JPG](#), downloaded 1526 times



3) [hereatroofppbag.JPG](#), downloaded 1558 times



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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [SoQNighty](#) on Wed, 30 Nov 2005 21:42:25 GMT

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gundar wrote on Wed, 11 May 2005 06:58 Tip for defusing ion/beacons get a skin that has a bright color so you can find it easier, otherwise you may be running around in circles.

Then come plz with such a skin on our serv  
guess what will happen ^^

@flyingfox

if u need 3 nukes for nuke the strip on Field(back side,behind wall) then u place it on the wrong

1 nuke do it nearly, u need 2 nukes,not more  
or 1 and 2-3 m8 with grenad or gunner

and the trick with agt why so hard  
just wait for harv at the tunnel,walk at side of it to agt  
or do harv walk from field to agt or ref(front door)

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [Jecht](#) on Thu, 01 Dec 2005 09:58:12 GMT  
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How would you know if he had such a skin or not?

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [MrWiggles](#) on Thu, 01 Dec 2005 18:39:19 GMT  
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SoQNighty wrote on Wed, 30 November 2005 15:42gundar wrote on Wed, 11 May 2005 06:58Tip  
for defusing ion/beacons get a skin that has a bright color so you can find it easier, otherwise you  
may be running around in circles.  
Then come plz with such a skin on our serv  
guess what will happen ^^

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and the trick with agt why so hard  
just wait for harv at the tunnel,walk at side of it to agt  
or do harv walk from field to agt or ref(front door)

soq should learn how to play renegade tbh

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [Jecht](#) on Thu, 01 Dec 2005 23:03:01 GMT  
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You should stop being an ass tbh.

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Goztow](#) on Fri, 02 Dec 2005 09:35:15 GMT

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Notice this: MrWiggles is in his own mind t3h greatest ren player, though tends to get in several clans and doesn't get in, hence creates his own clan now which will prolly just die in couple of weeks/motnhs...

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [MrWiggles](#) on Fri, 02 Dec 2005 20:28:18 GMT

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the fact is, 97% of ppl on these forums, would get their fases blown in by me. SoQ, is horrible. i would blow each of their members fases in 1 by 1. lets face it, im an ass. i hate clans that gloat about how totally awesome they are, then get pwned by some of the absolute worst clans on clanwars.cc. ill admit it, compared to some of the guys on clanwars.cc, i'd get my fase blown in as well. i know what its like to think your the shit, get your fase blown in so hard you think they were cheating. i was in xil, when GSE blew our fases in, all we could think about was "WHAT CHEAT DID THEY USE OMG?!" and i guaruntee if i played SoQ or MP (nubfase clans like that) thats what theyd be saying.

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [warranto](#) on Tue, 06 Dec 2005 15:29:42 GMT

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The other stuff was detracting from the thread too much. I moved it to the Politics/Hot Discussions as it is an amusing discussion.

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [passow](#) on Wed, 07 Dec 2005 11:05:06 GMT

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I see the score and player count at the top of your screenshots and i notice your in pratice mode every time. Whats up with that? Are all your "45" times, on single player, hmmm?

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [passow](#) on Wed, 07 Dec 2005 11:07:38 GMT

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Lets see a screenshot in a multiplayer game, K.  
packertermitegoo

---

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [passow](#) on Wed, 07 Dec 2005 11:08:49 GMT  
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uh rong room

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [=HT=T-Bird](#) on Wed, 07 Dec 2005 13:14:07 GMT  
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Ya know, somebody should put a copy of this in the Wiki...

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [Tunaman](#) on Wed, 07 Dec 2005 17:34:48 GMT  
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passow wrote on Wed, 07 December 2005 06:05| see the score and player count at the top of your screenshots and i notice your in pratice mode every time. Whats up with that? Are all your "45" times, on single player, hmmm?

=\

I'm pretty sure that when he places a beacon in multiplayer, he defends it instead of taking screenshots.

And please don't spam like that.. If you made a mistake or want to add something to your post, there is an edit button...

Again, since my previous post was moved with the flames(lo!), I'd like to say that nuking on the side of the WF(the part you can get to from the top) might be good as well since people might not be able to find it.

---

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Subject: Re: Placing Beacons... The Best way & the Best Spots  
Posted by [warranto](#) on Wed, 07 Dec 2005 18:03:45 GMT  
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heh, I only moved it because I looked for key words (such as talking about grammar) rather than reading the whole post.

Sorry about that.

---

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Tunaman](#) on Thu, 08 Dec 2005 07:59:01 GMT

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warranto wrote on Wed, 07 December 2005 13:03heh, I only moved it because I looked for key words (such as talking about grammar) rather than reading the whole post.

Sorry about that.

lol, Its ok mate.

That was just hilarious.

---

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [SCOTT9](#) on Sun, 18 Dec 2005 16:22:01 GMT

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the best place on a flying map for wf is in a dark corner on the wf roof

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Hitman](#) on Thu, 22 Dec 2005 15:16:55 GMT

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Hi , these are some good places for beacons on Walls\_Flying.mix

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Goztow](#) on Fri, 23 Dec 2005 08:13:50 GMT

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Congrats! you just showed the world:

1. there's a Dutch version of ren
  2. You use bright skins to spot snipers easely. You also use them for beacons and sbh?
-

That kind of skins give you an unfair advantage and should not be tolerated, really...

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Ma1kel](#) on Fri, 23 Dec 2005 12:10:34 GMT

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Goztow wrote on Fri, 23 December 2005 02:13Congrats! you just showed the world:

1. there's a Dutch version of ren
2. You use bright skins to spot snipers easely. You also use them for beacons and sbh?

That kind of skins give you an unfair advantage and should not be tolerated, really...

Congrats, you showed the world that you're a fucktard!

Anyway, nice spots. Gonna try that spot at the Weapons Factory.

---

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Goztow](#) on Fri, 23 Dec 2005 12:18:02 GMT

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Ma1kel wrote on Fri, 23 December 2005 07:10Goztow wrote on Fri, 23 December 2005 02:13Congrats! you just showed the world:

1. there's a Dutch version of ren
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Anyway, nice spots. Gonna try that spot at the Weapons Factory.

Congrats! You just showed the world your IQ doesn't reach 100... but that you still can remember insults in English...

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Lijitsu](#) on Fri, 23 Dec 2005 14:19:58 GMT

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Goztow wrote on Fri, 23 December 2005 07:18Ma1kel wrote on Fri, 23 December 2005 07:10Goztow wrote on Fri, 23 December 2005 02:13Congrats! you just showed the world:

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Congrats! You just showed the world your IQ doesn't reach 100... but that you still can remember insults in English...  
Owned, rofl. Good one Goztow.

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Dave Mason](#) on Fri, 23 Dec 2005 14:37:34 GMT

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Goztow wrote on Fri, 23 December 2005 12:18Ma1kel wrote on Fri, 23 December 2005 07:10Goztow wrote on Fri, 23 December 2005 02:13Congrats! you just showed the world:

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Anyway, nice spots. Gonna try that spot at the Weapons Factory.  
Congrats! You just showed the world your IQ doesn't reach 100... but that you still can remember insults in English...

Congrats! You're just a retard full stop!

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Spoony\\_old](#) on Fri, 23 Dec 2005 16:08:44 GMT

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MrWiggles wrote on Fri, 02 December 2005 15:28and i guaruntee if i played SoQ or MP (nubfase clans like that) thats what theyd be saying.  
either that or "thanks for the light tank"

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Hitman](#) on Mon, 26 Dec 2005 21:06:45 GMT

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u just jelos my skins.

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Hitman](#) on Mon, 26 Dec 2005 21:09:54 GMT

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Goztow wrote on Fri, 23 December 2005 02:13 You also use them for beacons

NO I DONT I USE A MOD THAT GOT BIG ARROW ABOVE THE BEACON WITH THIS TEXT :  
BEACON

nawh jk

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Prulez](#) on Thu, 29 Dec 2005 14:57:01 GMT

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Then you use the arrow skin without the "beacon" text... It's as easy as that.

BTW... I've never seen a Dutch version of Renegade, I'm Dutch too, but plays it 'English style'

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Ma1kel](#) on Thu, 29 Dec 2005 23:22:54 GMT

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It's a simple TDB file I made when I was bored.

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [SuperTech](#) on Sat, 31 Dec 2005 18:18:22 GMT

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Hey, a skin to see the beacon better would be cool. Any have anything like that?

---

Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Goztow](#) on Tue, 03 Jan 2006 15:53:43 GMT

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SuperTech wrote on Sat, 31 December 2005 13:18Hey, a skin to see the beacon better would be cool. Any have anything like that?

IT IS NOT COOL IT IS CHEATING. thanks...

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Subject: Re: Placing Beacons... The Best way & the Best Spots

Posted by [Dave Mason](#) on Fri, 06 Jan 2006 19:10:42 GMT

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SuperTech wrote on Sat, 31 December 2005 18:18Hey, a skin to see the beacon better would be cool. Any have anything like that?

How blind are you? It has a flashing light on it. That in itself is enough.

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