
Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 06:00:00 GMT

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Oh well i'm sorry to have to point this out to you but most well organized teams are able to stop a flame rush with relative ease...It's not as if a few med tanks backed up with hotwires are not able to destroy 5 or 6 flame tanks, so its not like nod has an easy time winning with just a rush.... it may seem like that to you but most people have adapted to flame rushes rendering them ineffective against gdi.... also you speak of being able to hit the gdi bases easily so it evens out? well thats one map... i can think of many instances where gdi has the upper hand when it comes to safely hitting an enemy building..and yes i would think it considered a bug when one can safely hit an enemy base from the relative safety of their own....and even so....the exploitation of this bug can go both ways... and contrary to what one might think you can disarm it.....though i admit it's extremely difficult..but not impossible....and if one would want to defend against this one can simply guard their buildings with greater careOh and before you respond to this with the kind of arrogant "of course its wrong" attitude ask yourself: Do I tell other people on my team to stop doing it? Thus giving you the win and points....cuz if you don't then youre also exploiting a bug.To: gagnal(sorry if i spelled it wrong) most of my comments were to the person above you... [April 13, 2002: Message edited by: C4kitty]
