
Subject: An idea for beacons.

Posted by [Anonymous](#) on Sun, 03 Mar 2002 07:50:00 GMT

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Beacons are 1000 bucs guys... tech are 350 and they can take out an entire building by themselves, planting c4 on the mct... If you add a predestral for beacon use, they will become near to useless... You wont be able to use them in the middle of the battle feild anymore... If some guys plays as base defence, you should'nt able to plant you beacon as easier.... and a lost beacon is 1000\$ trown out the window..... And on the other side, try to stop a momoth rush in bases without def... just a question of teamplay I guess....
