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Subject: Re: Should we fix jumping on Barracks on Canyon?

Posted by [Deathgod](#) on Thu, 08 Jul 2004 07:19:13 GMT

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YSLMuffinsAnd about GDI's also so-called exploit of planting an Ion above the concrete bunker near the Airstrip closest to the HON, I was very briefly against it until I learned how easy it was to disarm it from below. Even though Nod will never get all the way around to the beacon in time, they can still simply disarm it from below.

You'd be surprised how well a Hotwire or Mobius can defend that spot. Even a shotgunner is highly effective, and if they sit on the beacon and block the beams from below it's tough to get them out. It's not a freebie by any means, but it's still pretty bullshit since it doesn't even hit the strip but it still kills it. The real 'bug' would be that the Ion Cannon has a spherical blast radius, I think.

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