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Subject: Tunnel Beacons

Posted by [BlueThen](#) on Sat, 16 Sep 2006 21:05:22 GMT

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God, I keep seeing n00bs using tunnel beacons when the rules clearly say NO TUNNEL BEACONS, while they KNOW that tunnel beacons don't work. Even 20 tunnel beacons! You'd be having over 20 techs at the ref (or what ever building is closest to the tunnel beacons).

I'm wondering if Westwood can make an area in the tunnels to disable beacons right when it is deployed. Just to make the game more fair. It'd get rid of some n00bs and have most of them play MORE FAIR.

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