Subject: Beacon-end game etiquette
Posted by [sg]the0ne on Tue, 04 Mar 2003 01:14:48 GMT
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This is a little off topic but here I go . . . .
I noticed that ppl tend to destroy buildings that have beacons on this -- this is in bad form in my opinion.

For example on City Flying as Nod last night someone had placed nuke @ barraks. I was covering the nuke (on the AGT side) with my flame as I attacked barraks. Now I attacked the barraks until it was down to a sliver of health -- my inention was to let the nuke destroy the barraks (it had less thn 15secs left) but some infi decided he wanted to do it ! What a fucking waste of a beacon !

I think it should become one of the new unspoken rules that when beacon is layed all u should do is cover NOT DESTROY THE BUIDING BEING NUKED. There have been COUNTLESS # of beacons wasted because of this. One of the most common situations is Nod or GDI is down to last building, they get tank rushed and someone plants beacon while they attack the last building. The engies inside realize the futileness of repairing so they stop...health drops, drops, drops, drops the boom - game over. Great - your team won BUT they won beacause of the beacon NOT the tanks. However instead of the beacon planter getting the credits/points the tanks do !!!