
Subject: Re: Where are the BEST places to deploy Beacons?

Posted by [Sniper_De7](#) on Mon, 12 Feb 2007 10:02:36 GMT

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cheekay77 wrote on Mon, 12 February 2007 03:31puddle_splasher wrote on Sun, 11 February

2007 13:13cheekay77 wrote on Sun, 11 February 2007 07:15

I dont mind it when you have at least an HON/Bar and money.

I hate it when you have no Air/Wf And no Ref

It REALLY makes the game end in a lame way.

If you or your team cannot defend the base properly then that is the fault of the team.

I can only suggest that you defend a little better and ensure that you have a plan to eliminate any vehicles parked on a beacon.

It may be "a lame way" to end the game but what do you propose that the opposition does? Do you want them walking up to your base and having a hand to hand fight in the base because you couldn't defend your base?

The whole purpose of the game IS TO END THE GAME utilising all legal tactics and parking on the beacon is a definite, strong, game winning tactic.

Did I ever say its illegal?

Did I ever say you were wrong?

This is just my opinion.

Would you rather us to not say you're wrong when you are? I mean this is the tactics portion of the forum, covering a beacon with a vehicle, APC or not, is obviously a valid tactic. Why on Earth would it be disallowed is beyond me - the only reason you gave was because it was, quote, "lame", endquote. Besides, it's far from lame, if you're going to plant a beacon, and it's a public server with a bunch of people in it, you are going to want SOMEONE there to defend it, not just one SBH or infantry. If you don't want to debate about tactics you have wandered into the wrong part of the forum.