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Subject: Re: Tunnel Beacons

Posted by [Jerad2142](#) on Tue, 18 Jan 2011 19:58:16 GMT

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If your having issues with people placing ion/nuke targeting systems under your buildings you'd better place some soldiers down there to protect your vulnerabilities.

If the enemy team is doing too much team work and thus you can't get rid of the tunnel beacon that wouldn't have got there if your team could have pulled its shit together to prevent it being placed in the first place, then I guess your building is about to get Owned for the lack of team work and defensive skill your team has shown on this highly strategic game.

Basically, I believe its the servers job to make rules that limit the available tactics of renegade if they so desire. Once the server does that the player will be able to choose whether or not to play on that server because of those gameplay rules.

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