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Subject: Re: Tunnel Beacons

Posted by [GEORGE ZIMMER](#) on Tue, 18 Jan 2011 23:28:25 GMT

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Jerad Gray wrote on Tue, 18 January 2011 13:58 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.

Pretty much this.

There's some cheap bullshit in Renegade (Pointsbug), but tunnel beaconing isn't really one of them. Actually, come to think of it, aside from pointsbug Renegade is pretty damn balanced (along with the fixed Mesa and Hourglass maps).

Stop bitching, and just clear out tunnels if you have a problem with it.

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